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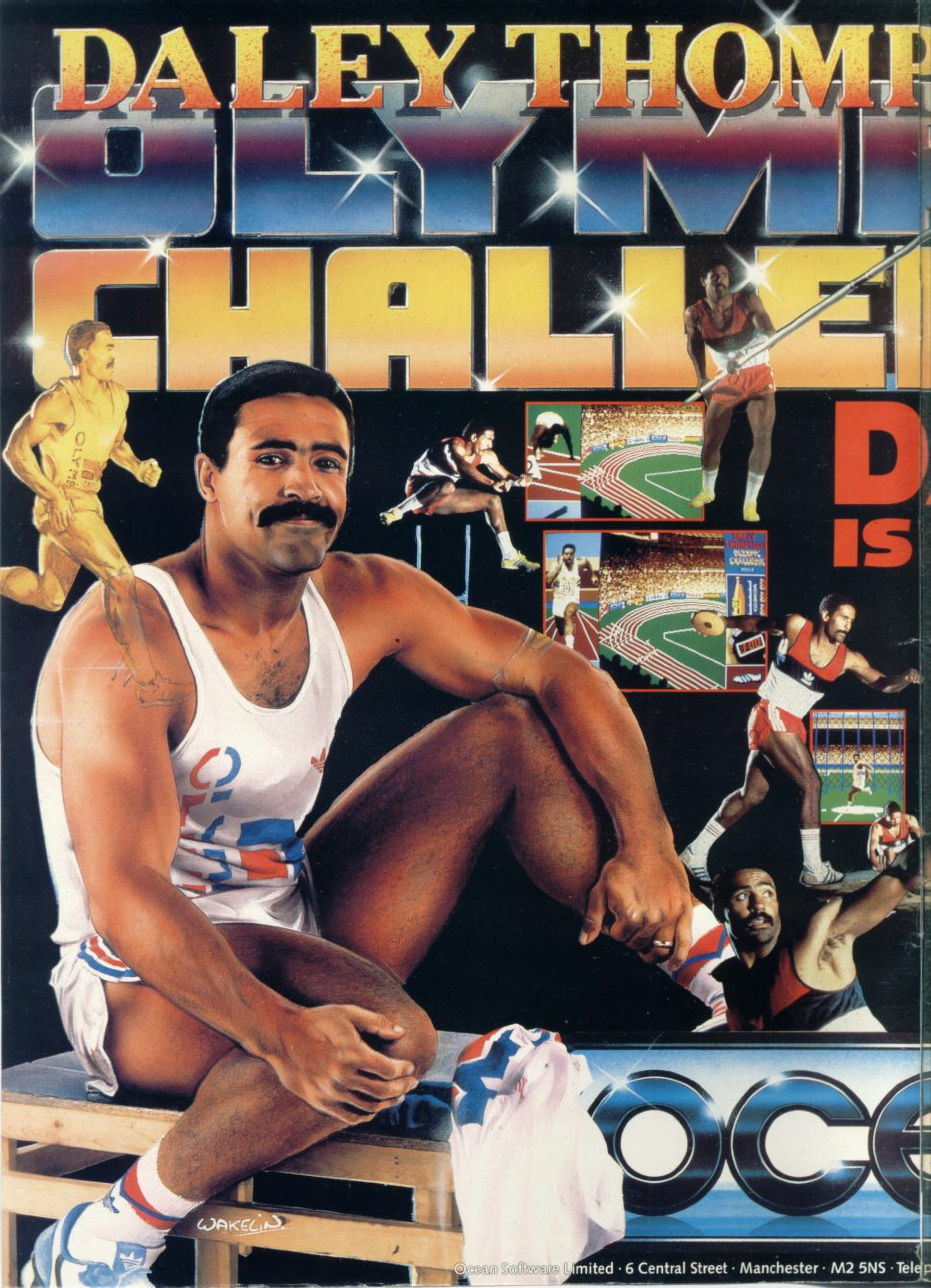
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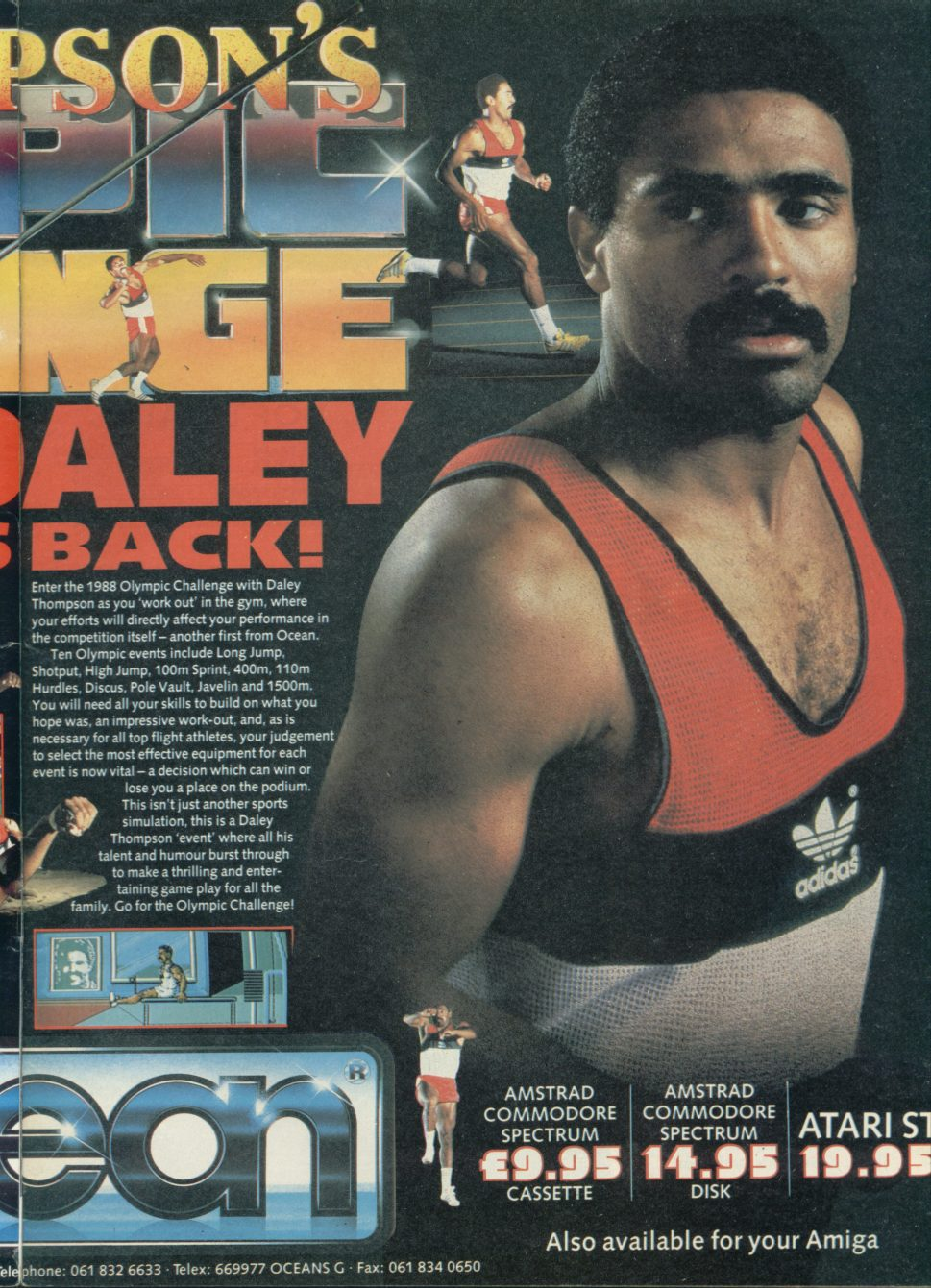
▼ CHECK OUT THIS LOT! ▼

SIDE A — DEVIANTS – PLAYERS' FORGOTTEN CLASSIC! AWESOME GRAPHICS ★ 128K SOUND (+ POKES!)

SIDE B — TYPHOON – OCEAN'S SUPERB HELI-GAME PLAY A COMPLETE (DIFFICULT!) LEVEL! ▶

REVIEWED: CYBERNOID II!
ALIEN SYNDROME ★ SUPER HERO
WORST GAMES UPDATE ★ ARCADES
ROBOCOP AND RAMBO III MEGA PREVIEWS!
PLUS: ZAPCHAT ★ PBM ★ ADVENTURES


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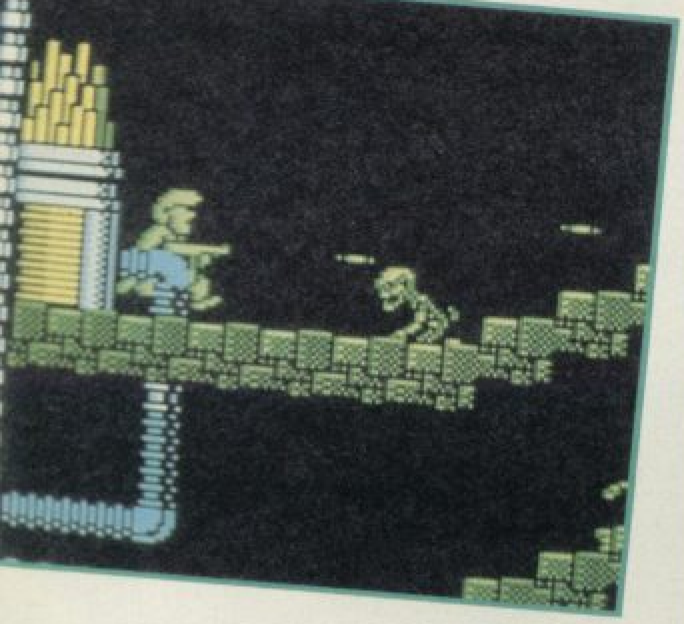
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CONTE

MEGATAPE 8 — 8

Stripe me, do wot? On this month's tape we've got the full version of the fantastic Deviants **from Players, and we've got TEN very amazing pokes! And we've got the first level of Ocean's red-hot** Typhoon!



R-TYPE BUMPER BONANZA FEATURE!

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Practise your artistic skills and win computers and joysticks and all sorts of amazing things

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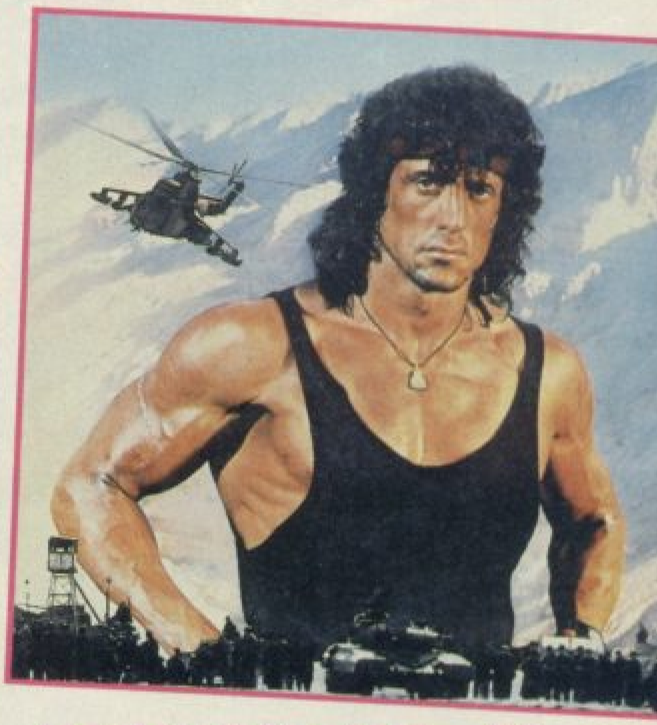




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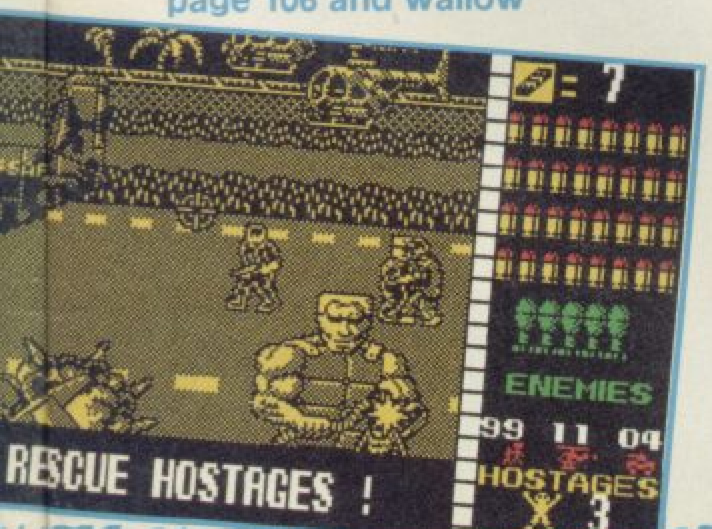
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Become the SU punk. Terrify your friends for a mere thruppence (Not really)! When they're gone, there won't be no more

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Not only is it in colour, but it's, well, blimey, it's unbelievable! Next month's issue is soooo fantastic that we couldn't wait to tell you about it. Get to page 106 and wallow

WORST GAME UPDATE 46
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TWILIGHT ZONE SPECIAL 68
Oo-ee-oo! Bumper jamboree helping of TZs



REGULARS



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MOTOR MASSACRE
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MEGATAPE

DEVIANTS+10 POKES+TYPHOON PLAYABLE DEMO

DEVIANTS

Oh well, here we go again. The time: 5150 (as in Van Halen). The problem: As usual humans have tried to colonise another planet, and as usual they've failed miserably. Some weird people called the **Deviants,** who left the planet a while ago, have come back to claim what's theirs. The only way to stop them is to send a Starwarrior aboard their asteroid/battlestation and prime the timers on a collection of explosive devices, laid by a previous Starwarrior, long since deceased. Can you complete your mission?



How to play

Move your Starwarrior using the redefinable keys, or Kempston or Interface 2 joystick.

The skeletons that bar your way have to be shot quite a few times before they crumble, so don't stop shooting. Remember though, you only have a limited amount of bullets, so use them wisely.

Collision with any of the enemy results in you losing some of your lifeforce, which can be replenished by walking through certain doorways. Also through some other doorways, you'll find the Colin Swinbourne special feature, the subgame!

You are presented with 6 valves, each of which can be on or off. The idea is to light all 6 valves using the keys 1-6. Each key toggles 2 or more of the valves between the 2 states, very much in the same way as the security codes in V. You have to move fast, though, as you get a very short amount of time in which to do it.

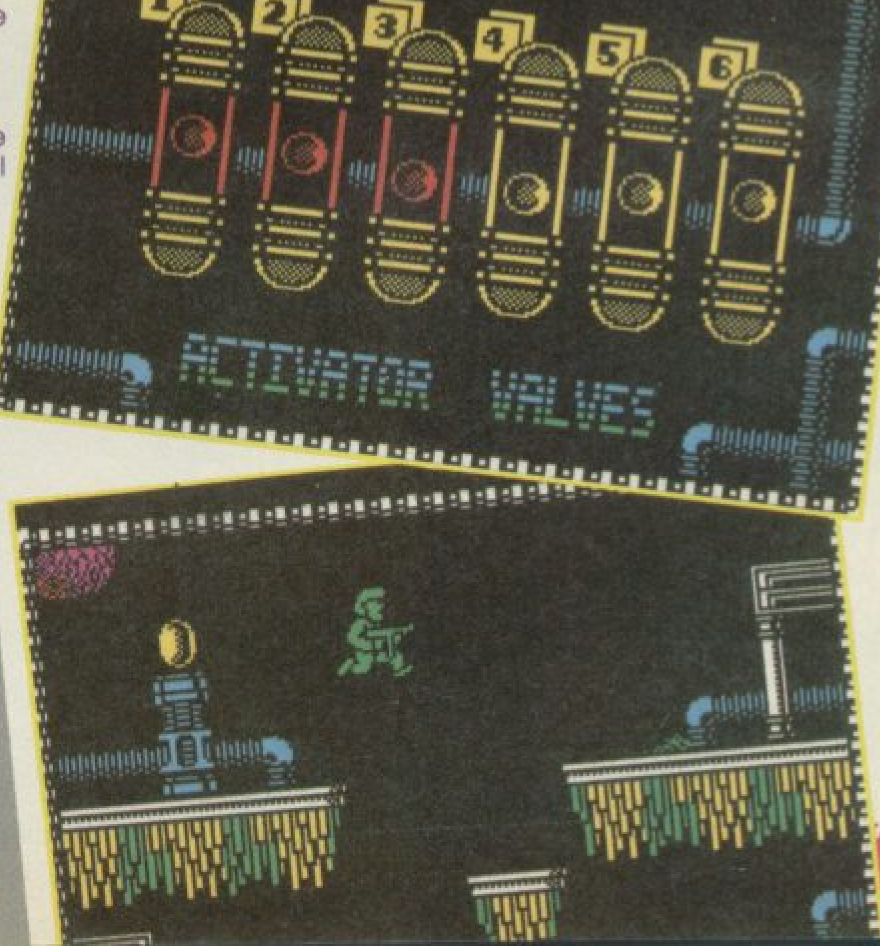
Also lying about are transporters which, surprise, surprise, transport you around the huge complex of flip screens, and believe me you are going to need them. Each has got a name (What, like Emily or Gertrude – JD) and when activated you are asked to input another transporter's names rather like a password system. The first perosn to write in with a map and complete list of names will be branded a smartarse.



TEN FANTASTIC POKES

He's big. He's bad. He's back! They call him Singh. Adrian Singh, because it's his name. And poking is his business. And there's a big 10 on this tape. And they're listed below . . . (are you on drugs? – GT).

1) THE DARK SIDE
2) HOPPING MAD
3) VIRUS
4) THE EMPIRE STRIKES BACK
5) POPEYE
6) DEVIANTS
7) METROPOLIS
8) MARSPORT
9) 19 – PART ONE – BOOT CAMP
10) SPLAT



8

TYPHOON

It's been ages since we've had a good helicopter attack game. Typhoon, this month's playable demo from Ocean is certainly looking like it's going to be streaks ahead of the rest of the field.

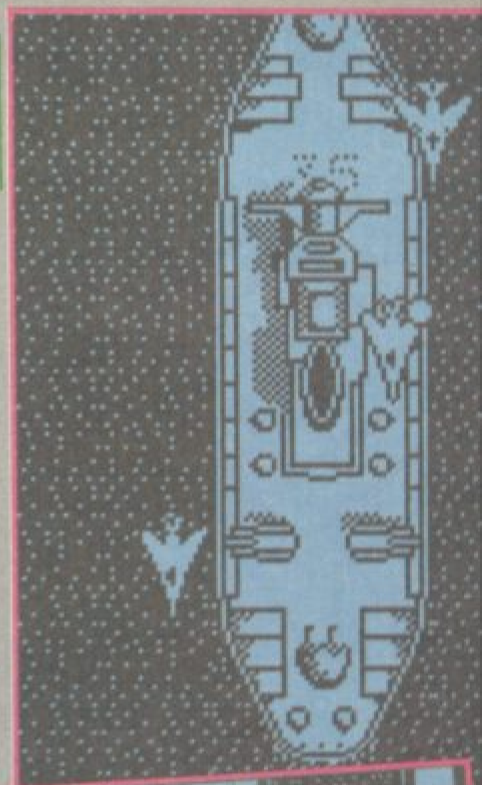
As you can see from the picture, it's a top-bottom scrolling thing with loads of enemy helicopters coming at you from the top of the screen. You've got to dodge their missiles and blow them out of the sky.

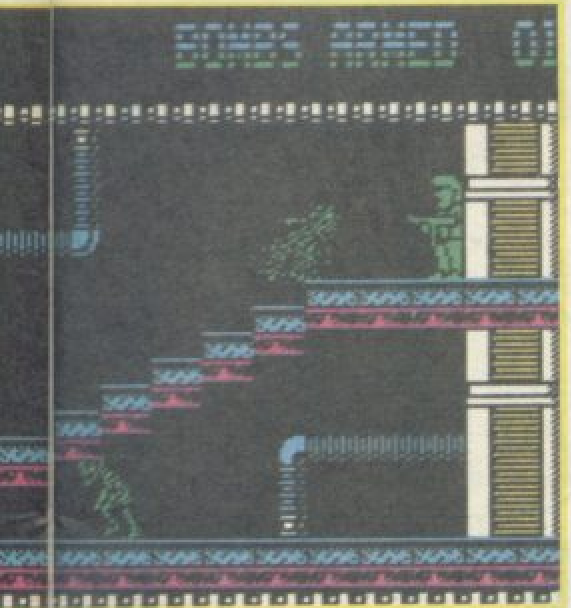
The action is easily the smoothest we've seen in a scrolling game and nothing slows down, even when there are loads and loads of aliens on the screen at once.

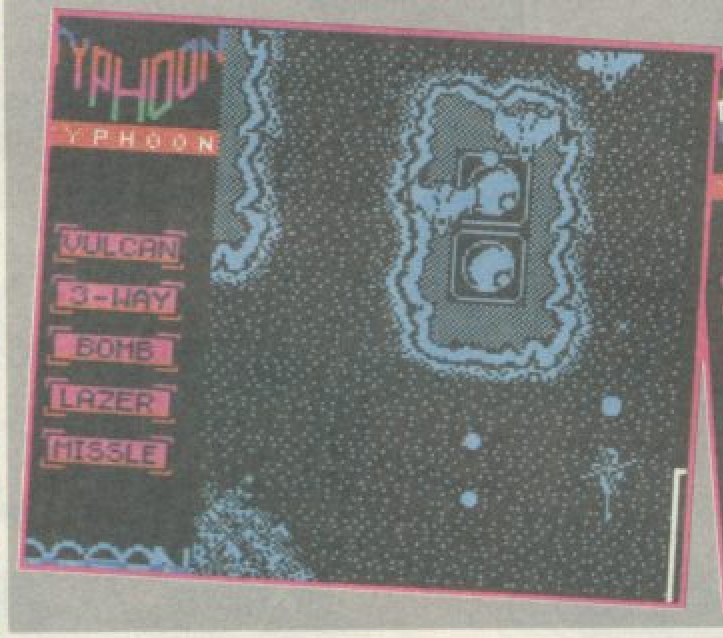
You waste the enemy with a machine gun, and in the final game you'll have rockets and lasers at your disposal as well.

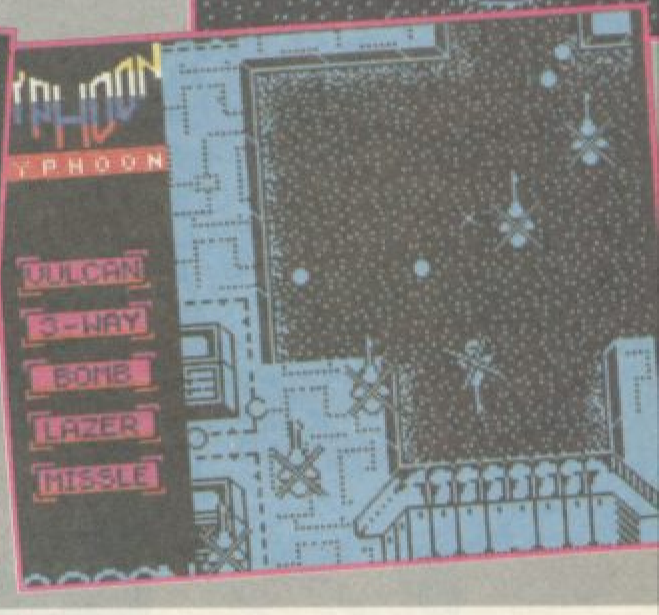
And it doesn't end there. Boats are to be seen on the water and it's your job to bomb them (using the space bar). Watch the bombs fall onto the ship and the anti-aircraft guns on the ground, leaving a strip of destruction behind you.

Look out for a full review in the next issue.

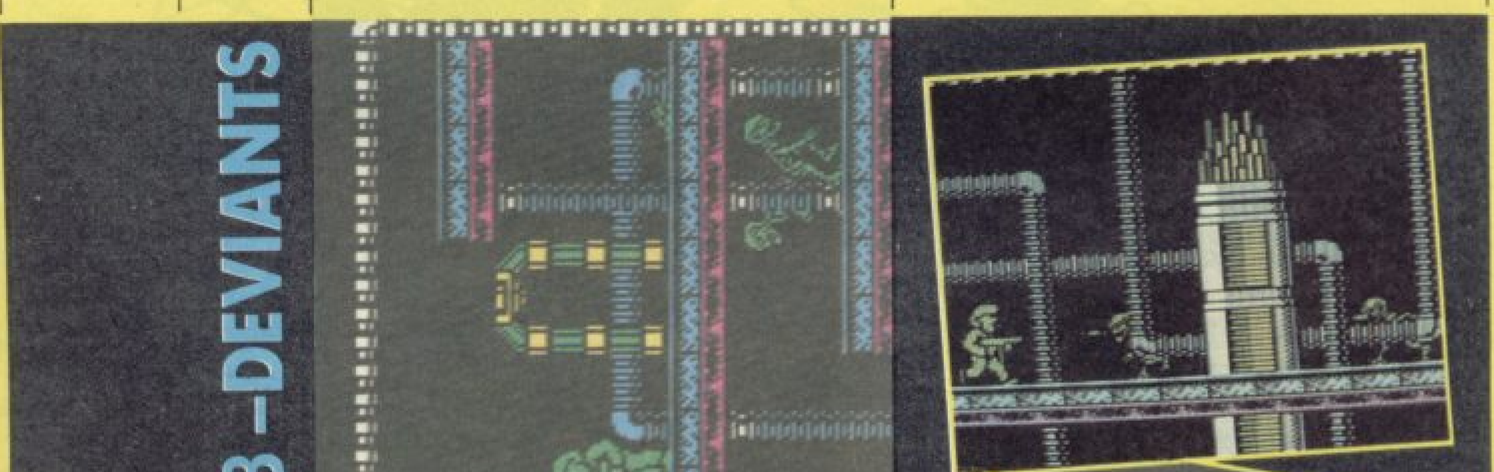








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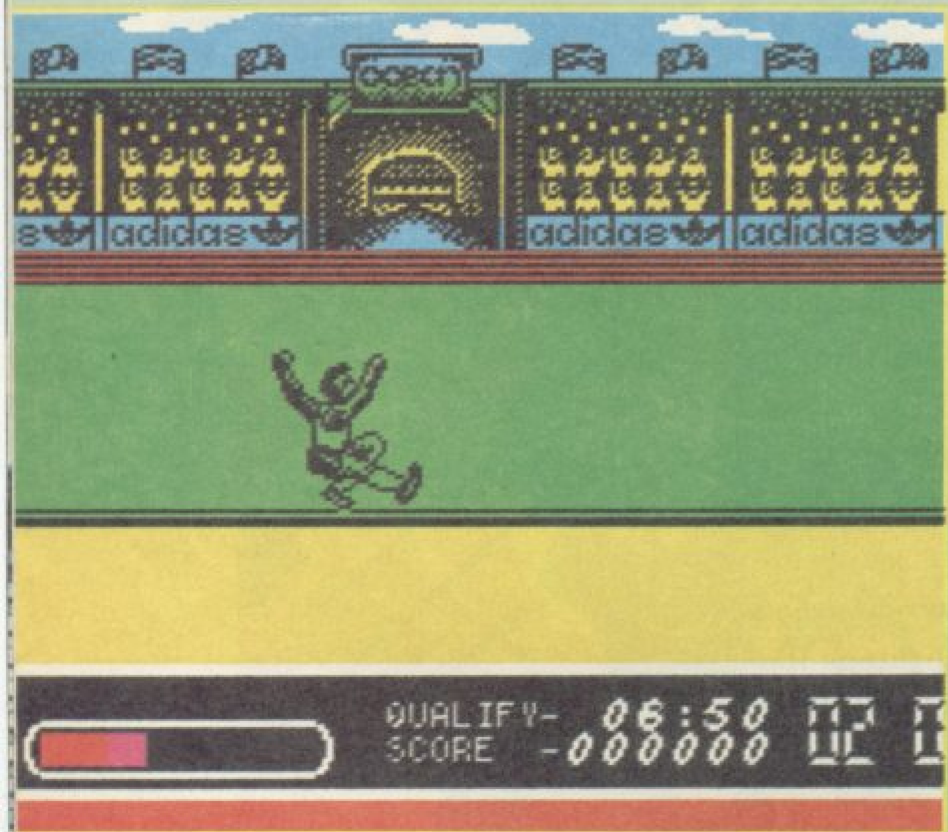
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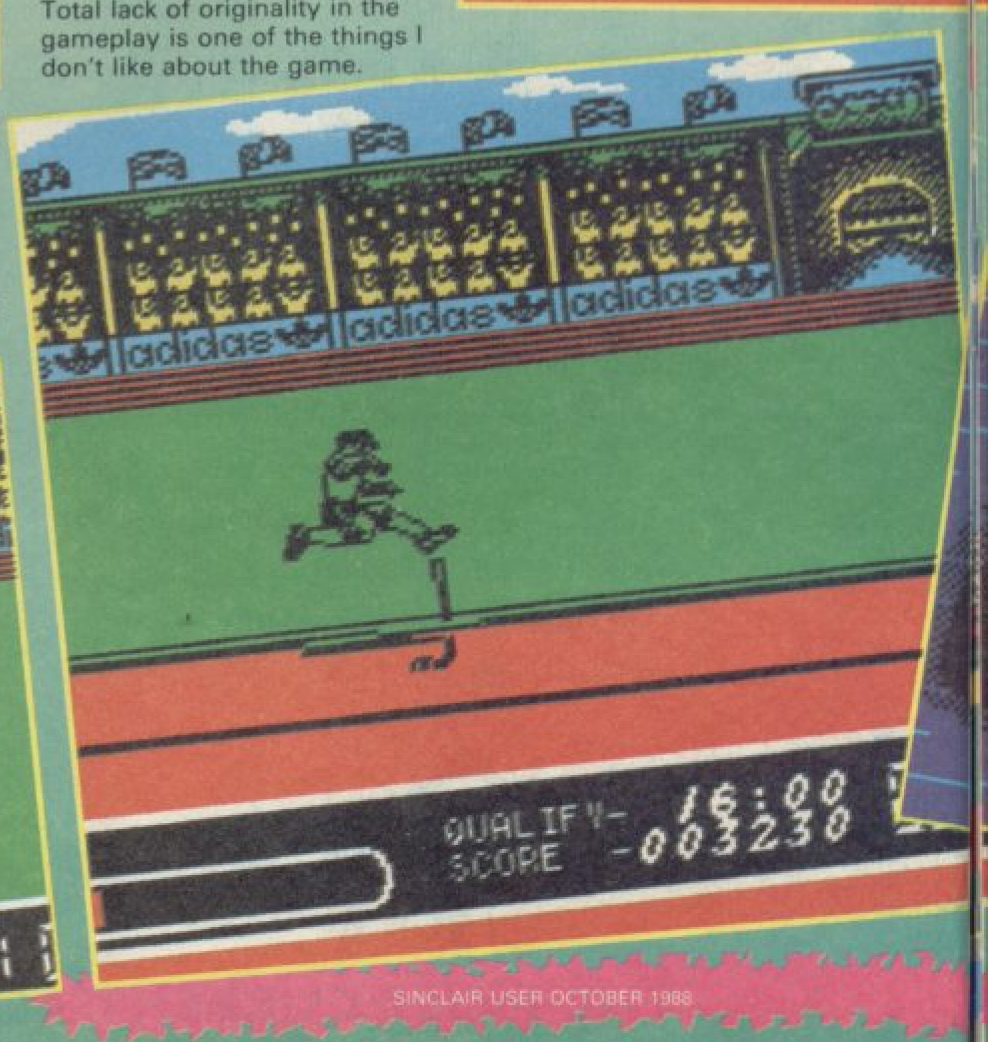
I'll say one thing for the Summer Olympics. They don't have Eddie Edwards in 'em! Another thing I'll say about them is that they must be the most computerised subject matter there is. Find me a software house that at some stage or other has not tried to do an authentic Olympic simulation. Impossible! Remember a while ago, Ocean joined in with **Daley Thompson's Decathlon?** That was 4 years ago, and now Daley's back with another version of the most gruelling ten events known to man. Unless, of course, that particular man knows of something a little *more* gruelling?

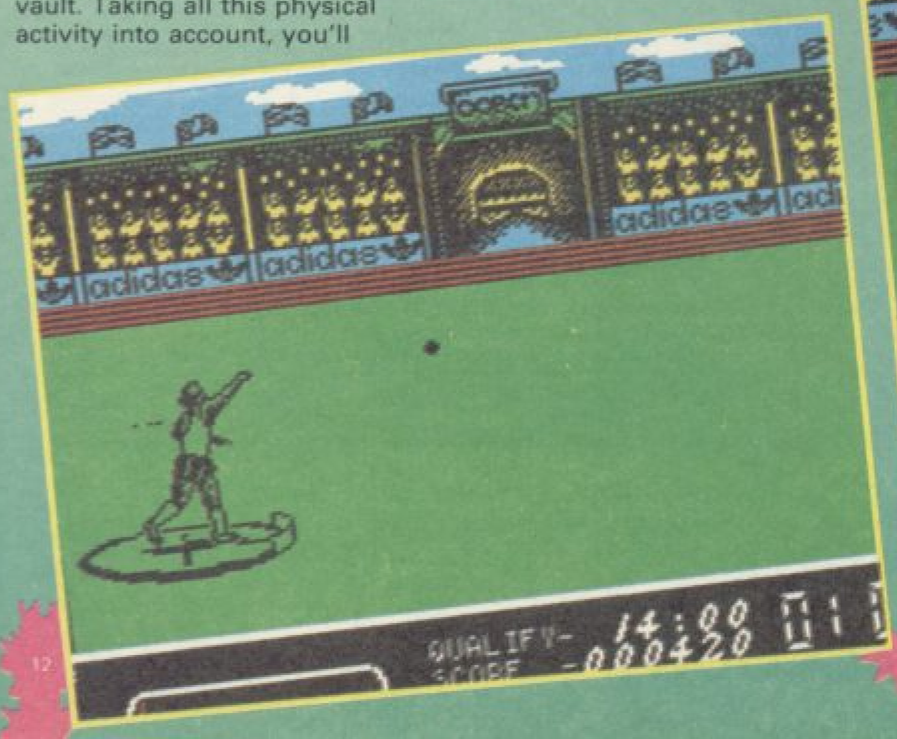


The decathlon is probably the largest event in the course of the Olympics. Spread over two days, the participants have to endure the 100m, 400m and 1500m races, the long and high jumps, javelin, shot putt, 110m hurdles, discus and the pole vault. Taking all this physical activity into account, you'll understand that before you can compete in the Olympics, Daley has to train. Three events (two of which were on last month's MegaTape) each comprise of frantic joystick waggling. What's your end result after the curls, sit ups and squats? A half full bottle of Lucozade. So now you know why it tastes like Daley Thompson's sweat. (Ugh! TH). After the training, you are given a fitness rating, and it's this rating that decides how well you're going to do in the Olympics. A high fitness rating means it's going to be a lot easier to reach those high speeds in the 100m sprint for example.

So, you've done all the training, it's off to the Olympics you go. After playing through it a couple of times, I came to the conclusion that under the enhanced graphics and nice visual techniques, it's still **DTD** hiding under there. Each event, as in the training, requires nothing more than moving the joystick left and right and then left again in very quick succession, occasionally pressing fire on some events. Total lack of originality in the gameplay is one of the things I don't like about the game.







OMPSON'S HALLENGE '88

Daley Thompson's Olympic Challenge is, on the whole, an excellent game. But I do think that it's a shame really that a megabuck company like Ocean can't come up with new ideas instead of lugging old horses around while trying to teach old dogs new tricks while flogging them and making them drink while stopping them from gathering moss. (Tony, are you OK? GT)■

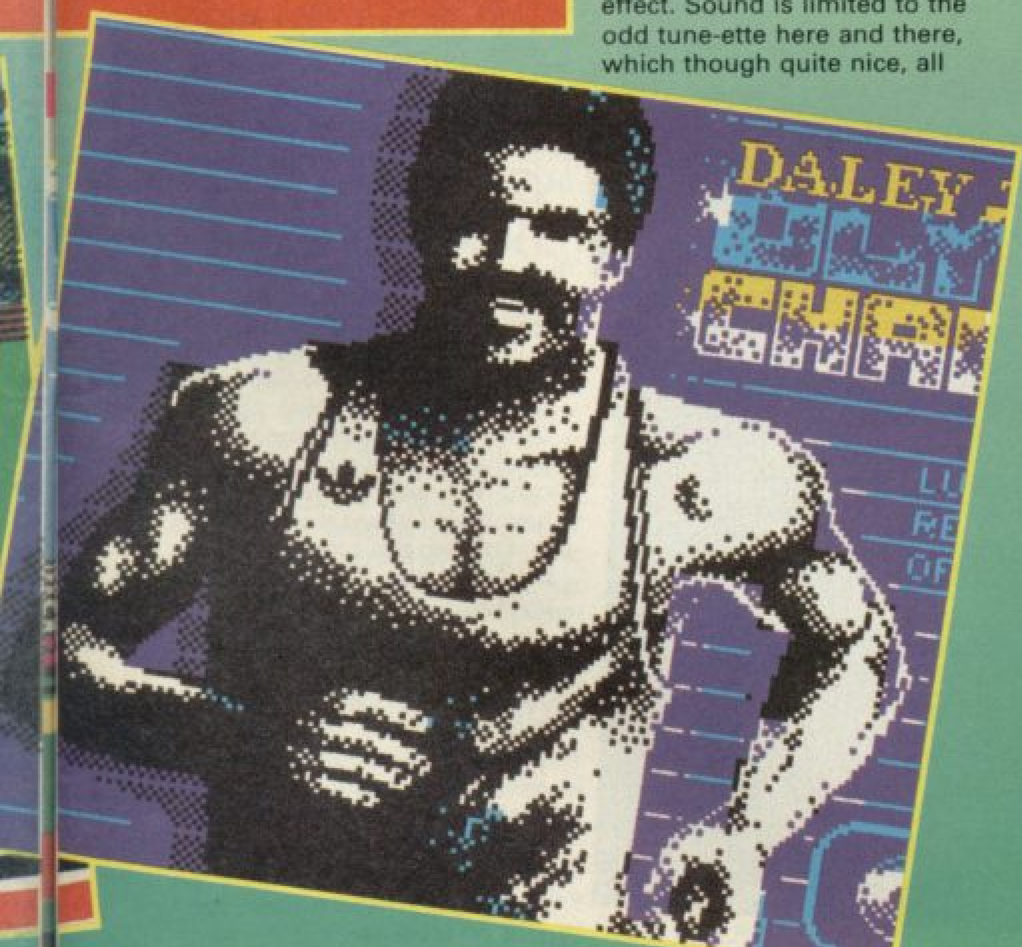
Just a quick message from all at SU. Good luck at Sole... er... soule... um... syule... well wherever it is. And don't forget to bring some warm sweaters. You don't want to get a chill before your big day. (Tony, shut up! You're waffling – GT I though that was the idea – TD)■

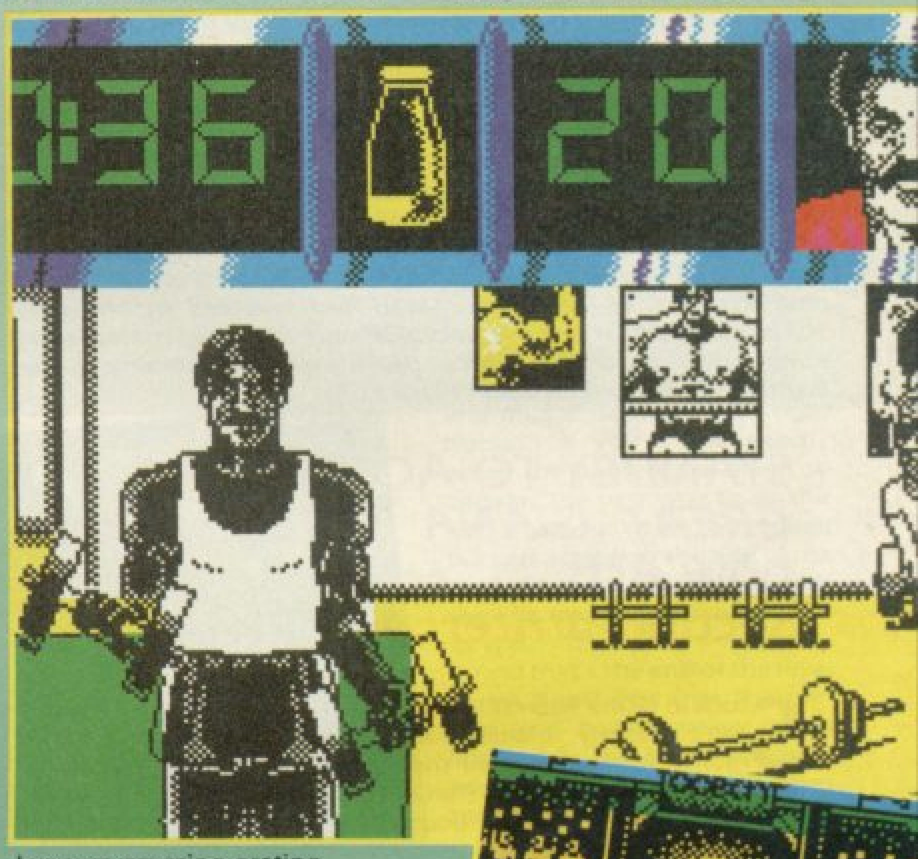


Along with the very bad picture of Daley in the bottom left hand corner. I didn't know Daley was a pirate, chirped out lovable Dep Ed.

One very important point that I'm glad Ocean haven't missed out on is the fact that the correct footwear should be worn. That's why you have to choose the right pair of Adidas trainers for each event. I wonder why Ocean chose Adidas. Couldn't have been for the sponsorship, could it? (Tony, don't be so cynical – GT).

On the plus side, though, there have been some considerable enhancements. The graphics, while maybe not any bigger, are certainly a lot better defined. Daley is quite recognisable in some events, and the animation is smooth enough to give quite a realistic effect. Sound is limited to the odd tune-ette here and there, which though quite nice, all have an amazing grating quality. A good graphical touch is the animated portrait of Daley you get between screens. If you qualify in an event, Daley will jump and wave his arms about frantically. If he doesn't, he just shrugs his shoulders and looks really pi . . . sorry, fed up.







ARCADE REVIEW

FAX BOX

DALEY THOMPSON'S OLYMPIC CHALLENGE *Label:* ***Ocean*** *Author:* ***Dave Thompson*** *Price:* ***£9.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
83	78
53	65
PLAYABILITY	LAST ABILITY

Most competent sports sim, but why is Ocean ripping off its own ideas?

Reviewer: Tony Dillon

OVERALL **72**

JON RIGLAR — HE'S GOT A BIT OF A COLD THIS MONTH

'Money money mooon-ee-yy,' says old Grim in an Abba-like fashion, 'write some hot poop about it, chuck.' So here we go. Now, being a bit of a self-made millionaire myself, I feel I can speak out with authority which means this is gonna be a bit of a wheeze, actually. For instance, you may like to dosh out a few tenners for a slap-up meal with a brazen hussie. Imagine if you will, (imagine that is) throwing away a mammoth amount in a swank store on a 'happening' shirt so you can be 'kitted out' in true rum cove style. Have I got news for you. We here at SU towers have decided to present some lucky punter with a brand-spanking new £50 cheque each month. To get your wad, you've got to provide us with a map. It's got to be right up to date, brilliantly drawn. And! The best tips each month are gonna win a tenner! Wow! so send all offerings to Give-me-my-ruddy-wad-Jon! followed by the usual blurb. Obviously this many androids must be being controlled by some central processing device! (Have you been listening to that Brother Beyond record again Riglar? GT)

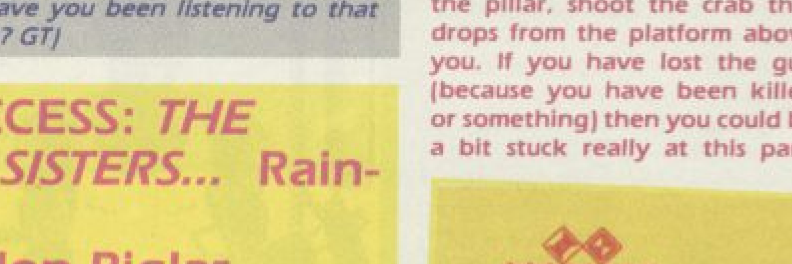
STANDBY TO ACCESS: *THE GREAT GIANA SISTERS...* Rainbow Arts
Section Writer: Jon Riglar

Stuck in *Giana Sisters*? Well, I can't exactly blame you really. So now that all the mystic runes are aligned, I will spill the so-called 'beans' about how to play the game and win. (Well, cheat really).

LEVEL 1

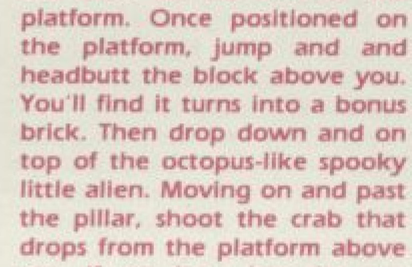
Easy peasy. Make sure you jump up to the first ledge and headbutt the top bonus to gain the punk hairstyle. As you know, this allows Giana to destroy any bricks above her. As soon as you drop back to the ground, you'll encounter the first alien. You can avoid it altogether if you want by jumping over it all together and on to the pillars. Moving, you'll find another alien and a gap. Jump over both.

Once you arrive at the set of steps, watch out for the alien – it's best to wait at the bottom and then jump up as far as poss, landing on the critter. Then it's up and over (co-err etc) the steps and across the platform with the disappearing floor. Once in the middle, jump up and headbutt the bonus – this is the lightning symbol which gives you a gun. The rest of the level is steady going until you reach the sea. You can either jump as far as you can from the top of the steps or hop from level to level collecting the diamonds. And then you'll find the end of the level.



LEVEL 2

Level 2 is OK as long as you keep moving and don't let the time run collect all the diamonds right at the beginning of the levels making sure you land on the alien at the end of the platform. Once positioned on the platform, jump and and headbutt the block above you. You'll find it turns into a bonus brick. Then drop down and on top of the octopus-like spooky little alien. Moving on and past the pillar, shoot the crab that drops from the platform above you. If you have lost the gun (because you have been killed or something) then you could be a bit stuck really at this part.





However, how about running back and jump up on to the other end of the platform? The crab will fall through the hole in the level and you can now wait until it appears below you and then squash it.

Grab the next bonus square but forget about the next alien because you'll be running out of time by now. Work your way through the *Cybernoid*-clone pipework and past the next alien. Then jump from block to block to reach the end of the level.

LEVEL I'M GONNA CHEAT A BIT

Level 3 is a wheeze actually. Work your way across the sea until you reach the second bonus block. Keep walking and kill the alien. Then position Giana directly underneath the last block and jump as far as you can. You will suddenly find a new block! Wow! Keep jumping and hitting this block and you'll be magically transported to level 6.

LET'S HAVE A BIT OF A LARF

If you care to cast your peepers through the listing of the program you'll find the word PACMAN. You can enter this into the high score table (in capitals) and watch what happens on level 1!

CHAT



STANDBY TO ACCESS: *OVERLANDER*... Elite
Section Writer: Jon 'Slightly peeved' Riglar

This has gotta be one of the most addictive games around at the moment and, to make matters worse, it's bloomin' difficult. So if you're having trouble then cast your peepers below for some suggestions.

Level One is called the Devil Straights (probably 'cause the whole screen is red) and is pretty long. So you need to fill the car's tanks up to max and then choose to take the illegal goods. This way, you'll find yourself with enough dosh left over to buy bullet proofing which is a good idea.

And then you're off. Straight away an enemy car will appear and try to knock you off the road. You usually have enough speed to burn it off, but if you don't destroy it now, it will reappear later to pester you. So try to knock it off the road or shoot it. The road should now begin to wobble all over the shop and boulders will appear at each side – be careful here, as these are actually in the road and can cause trouble if you are zooming along at the edge.

Bikers. These are a real pain in the old ooflaaflaa. They tend to appear at the edges of the road and then zoom in in front of your car. If you carry on at full speed, they'll then slow down and ram into you. As you have probably found out already, one touch of these and it's time to order the wooden box (Blee!) The way to avoid ending up a marshmallow is to drive as close to the side of the road as possible, and then the bikers will zoom in from the far edge of the screen. As soon as the bikers appear, they will dart into the middle of the screen as I said just now – but because you are at the edge, you can tap left or right and they will be right in line ready for you to fire. (I bet you don't understand that. Well take this example: You are at the left hand side of the road. So the biker will appear at the righthand side of the screen. It will follow a normal pattern and zoom into the middle of the screen. Now, seeing as your car is on the left, you should press 'right' and it will start to turn. At this point you can start blasting and you can bet your best socks that you'll hit the critter. Ha. If you were at the righthand side then everything would happen in the opposite direction. Follow)?

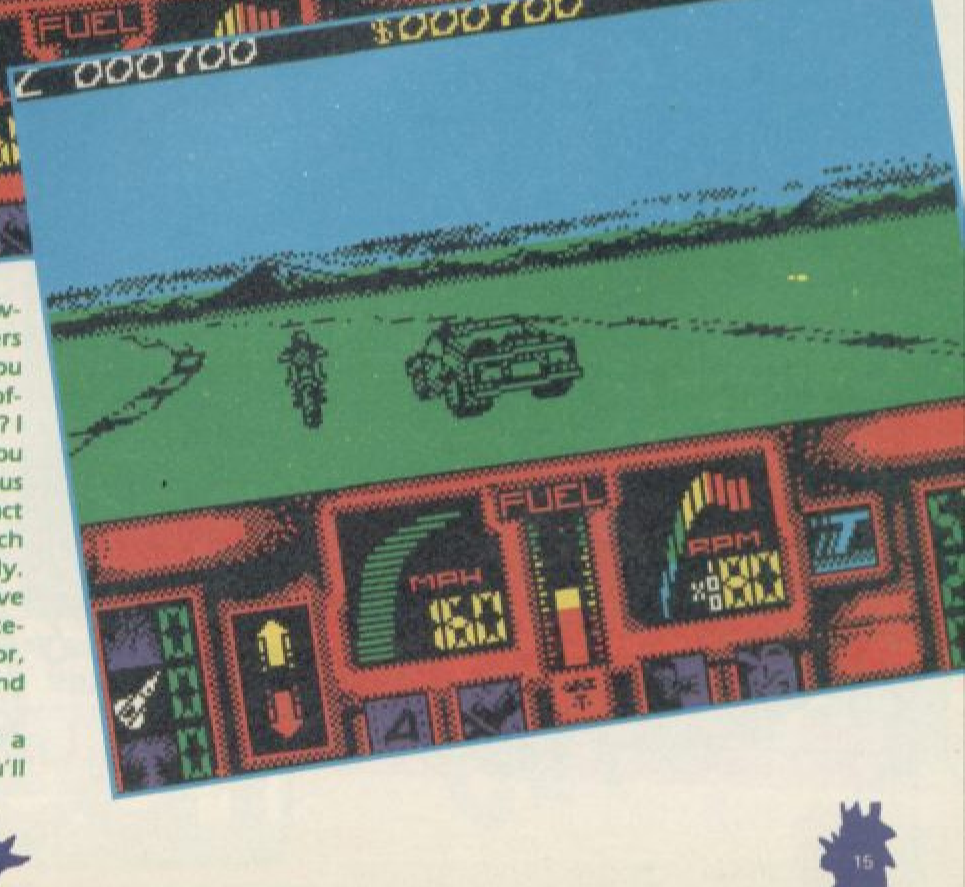


Gun emplacements. Ooowwwwer! These are nasty critters and no mistake. Seeing as you have bought the bullet proofing. (You did didn't you? What? I did tell you. Go away) You should, in theory, be impervious to their bullets. But in actual fact this doesn't seem to make much of a difference at all, actually. However, you can either drive slowly and blast each emplacement as you approach it, or, drive as fast as you can and ignore all the bullets.

After a few minutes, (and a few hills and bikes etc) you'll come across three gigantic lorries. These can only be destroyed from a distance. If you get in too close too soon, you'll just end up stook. So, if this happens, pull back and keep firing. The lorry that appears as you round a corner is probably the hardest to track down and hit. So pull back and slow down before the corner ends. Then pick a point on the horizon and keep firing at it – the lorry will eventually drive into your 'sights' and you'll destroy it. This saves darting all over the place (usually off the road).

The only ever 'prob' on this level appears next. They are the harriers that suddenly appear in the middle of the road. You can't shoot these, so the only way to survive is to slow right down and dodge. You can drive right through if you know exactly when the barriers are about to appear. The best way to do this is to watch for when the crashed out cars appear at the side of the road. At this point you are only seconds away from the barriers, so watch it.

And that's the end of the level really. You'll find that the barriers and trucks appear again later on in the level, but there are no new features. I'll cover the next few levels next time.



ZAPCHAT 3

STANDBY TO ACCESS: WHERE TIME STOOD STILL... Ocean
SECTION WRITER: Chris 'Clutching hand' Jenkins

So many of you have phoned SU Towers to ask for help on this sticky 3-D extravaganza that I was thinking of charging for advice, but No, says El Presidente, Just tell them everything you know and be grateful that we let you come into the office for a warm. So I'll compromise. I'll tell you how to get through the first half of the game, past the clutching hand which seems to stump everyone.

First, pick up all the objects you find around the crashed plane. Gloria is carrying a make-up case. Get her to put it down, and make Jarret pick it up (in case he has to touch up his eyeshadow later on). Head for the rope bridge to the right, watching out for the pterodactyl, which you can't shoot.

As you cross the rope bridge, Clive falls through it. Use the rope to pull him out.

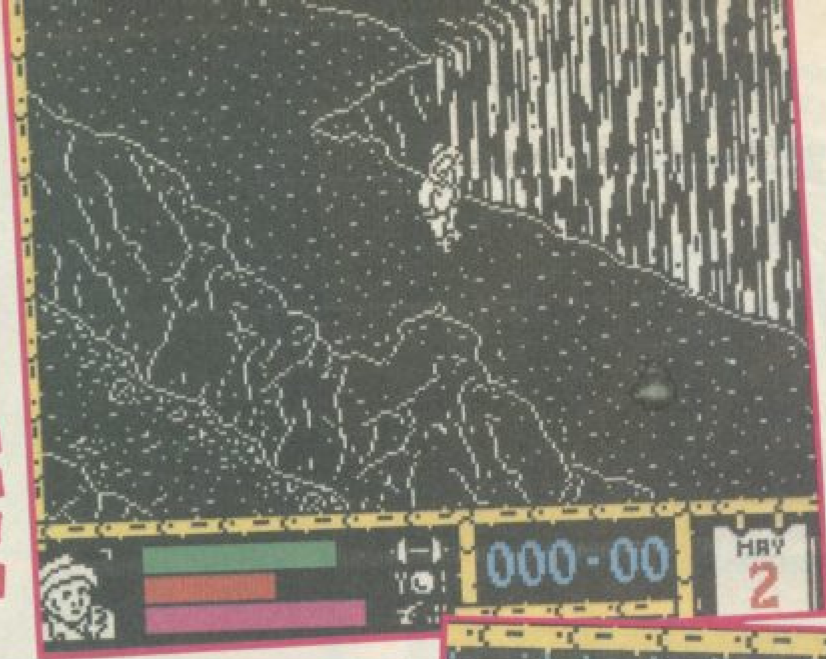
Investigate the moutain paths – you'll find a knife which is useful later on. Then head back the way you came, and keep to the left of the mountains until you emerge on a plain. Watching out for the second pterodactyl, head across the swamp. Keep moving on the pathways, or you'll start to sink. Watch out for the slimy tentacle; if you see it coming, move to the side of the path away from it.

When you get to the other side of the swamp – you can figure out the route yourself – head to the left. You'll find another crashed plane, and a number of ojects including dynamite which you'll need later.

Head back to the edge of the swamp and continue up along the river until you reach the native village. Don't bother trying to cross the river in the boats; you can't. The only way you can use the river is to jump in once you've reached the other side, and let the current carry you along. A strong central flow makes it impossible to swim across the river.

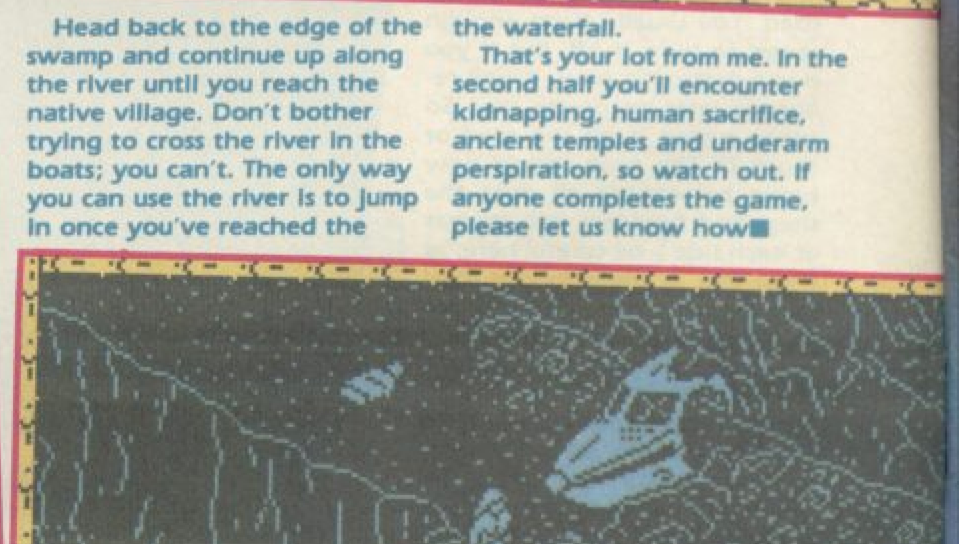
Enter the village and approach the head man, who stands motionless in the centre of the village. Give him Gloria's make-up case. Ha! Now we're getting somewhere! In return, he'll give you a joint of meat. Take it and head onwards to the mountain path, running like hell if you encounter the tyrannosaurus. Head up the path, and when you see the clutching hand, put the meat down within its grasp. When it grabs it, dash past, and behind the waterfall.

That's your lot from me. In the second half you'll encounter kidnapping, human sacrifice, ancient temples and underarm perspiration, so watch out. If anyone completes the game, please let us know how■










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RAMPAGE
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RENEGADE
In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! You will encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the guantlet in their path – the Renegade. PLAY RENEGADE...PLAY MEAN!
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IK+
They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD. And balls!
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Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners to enhance custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.
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RAMPAGE
The game where the nice guys don't get a look in. Grab your way through Chicago, punch up New York, and jump on San Francisco. Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.
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BARBARIAN
THE STORY SO FAR...
The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released. From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness and free the Princess? ONLY YOU CAN SAY...
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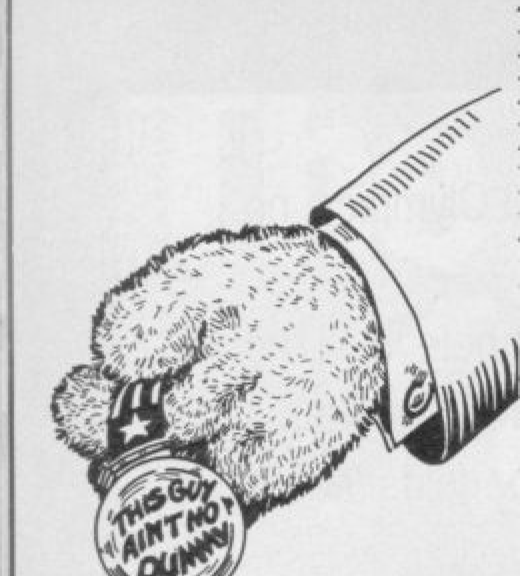
There's only a few days to go before the opening ceremony, so make a dash for your local dealer and ask about the C64 Olympic Challenge pack. Or telephone 0800 800 477 for more details.



Commodore

TELL IT

Send your letters to 'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU



SU is the greatest mag,
complaints are very rare,
I'm not really here to nag,
but praise you Mr Bear.

I'm not going to beg for money,
although it would be nice.
Busy bees do make honey,
but Kami spits on mice.

SU mice get a decent wage,
but I'm in on their plot.
They want to take over the letters page,
but let them you will not.

My tip book to you I sent,
I'm hoping for a fiver.
The book also I'd like you to print,
To prove you're not a miser.

Barry White
Oxon

● So whatta ya trying' ta prove? The Bear can write in rhyme too, so you ain't gonna get money outta me. Still, brave effort, keep it up!

Hey you bundle of soppy fur! Get your backside off that chair and tell me how you get back issues, 'cos there's no order form in the mag.

If this letter is not printed then the M-16 will be used.

C. Mathias
Port Talbot

● Go talk to the guy from Inverness, he knows!

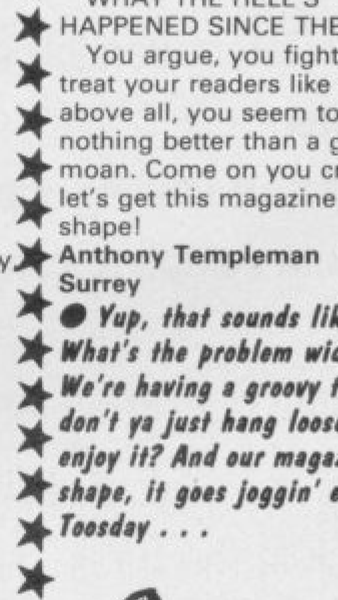
Dear 'The Bear' (whichever twit that may be). When I first purchased your friendly looking, calm, loving magazine, you were a nice friendly sort of team of people, who spoke to their readers with such honesty and enthusiasm . . .

WHAT THE HELL'S HAPPENED SINCE THEN?!!

You argue, you fight, you treat your readers like dirt and above all, you seem to like nothing better than a good old moan. Come on you creeps, let's get this magazine into shape!

Anthony Templeman
Surrey

● Yup, that sounds like us! What's the problem wid ya boy? We're having a groovy time, why don't ya just hang loose and enjoy it? And our magazine is in shape, it goes joggin' evry Toosday . . .



Right, I'm not writing to tell you how good your mag is, and no, I'm not writing this to give you lots of treats. Although if you don't print this letter in your wonderful mag (crawl crawl) I'll break your lovely wee Mickey Mouse clock, and also, if you don't print this, you will owe me 13p (not 18p). So you have been warned.

I'm really writing to ask, can't you even afford a pen which works? With those high wages that SU must pay you, you must have some money hidden away at the bottom of the garden, 10 steps south west from the garden shed.

So, if you print this, I might, only might, splash out and buy a new pen which doesn't leak ink all over the place. A BIC pen, of course.

Keith Campbell
Northern Ireland

● Gee thanks Keithy-babes, I could do with a new pen. They don't pay me anythin' at SU, I do it for love of the job.



Yo Kami, how's your life? I'm just writing to say that I think you're Tamara Howard in disguise, I reckon Graham Taylor has got such a low budget that he has made Ms Howard dress up in a stupid bunny uniform to sell a few more copies. Incidentally, I think the mag is great.

Steve Steward
Wolverhampton

● You think I'm a woman? Well let me tell ya this – Blondie's leavin' soon to go on manoeuvres, but the Bear is stayin' to hold the front line. So get lost Stevie.

Why can't you put a playable demo on a disc? I have a disc drive and so I want a playable demo on disc!

Neil Stokes
Hereford

● OK, OK, we're tryin' to sort somethin' out about a disc. Keep watchin' the mag, an' we'll let ya know as soon as possible when and if there's gonna be one.



Hi Kami, I love your name, it sounds really nice and violent. BUT did you know tha Kamikaze means 'divine wind', so to simplify matters I'll call you Windy from now on. I adore your mag. It is the greatest ever and the month an issue of SU fails to come out, I'll kill myself with a blunt instrument (fnar). But I know that I can rely on ol' Windy to stop this from happening, can't I? Can't I??

We have formed a fan club at school, where we all put on bear masks and go around beating up people with rolled up copies of SU.

So Windy, keep up the good work and I expect to hear people calling you 'Ed' very shortly. (Watch out Tamara 'Dibble Dibble' Howard).

Michael Felisberto
London

● Well cheers for the compliment Mikey!! But don't call the Bear 'Windy' or there'll be trouble. An' Blondie wants to know why you call her 'Dibble Dibble', 'cos she always likes to have a reason before she smashes someone in the face.

Psssst, want some money? Us old incorruptibles at SU have got a crisp ten pound Um . . . cheque just waiting for you as reward for your contribution to a brand new feature called:

PRAISE SU TO THE SKIES!!

All you have to do is write us the most over the top, excessive, fulsome, extravagant, extreme letter of praise we've ever seen. The most truly superlative each month will win ten pounds! Here's the sort of thing we mean:

In the beginning God created a humble machine, the Spectrum. Then, in His infinite wisdom, he saw that there was no magazine to accompany this machine, and then He created the ultimate in magazines, the fabled Sinclair User.

The Devil saw this and created many inferior so-called magazines, most of them 'crashed'. Then God saw, in His wisdom, that even the ultimate, the cool, the fab SU could somehow be even better, so He created the Megatape and charged just 50p for it, this, the ultimate in accessories. God even allowed us mere mortals to read this magazine.

This magazine was not merely excellent, it was 'the' mag. The best ever made. God even created a mascot in His form.

Now the moral of this story is, if you want a great mag, follow the Bear . . .

Laurence Sheedman
Hampstead



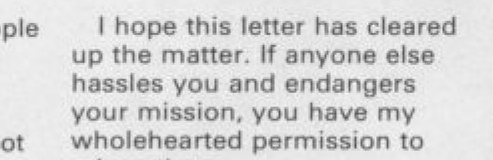
IT TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Could I please inform people through your wonderful mag that there is actually a video fanzine in the world, called GRAPHIX. Now, I'm not one to be broadcasting, but what a flabbergasting fanzine it is! If anyone wishes to buy an issue, please send 60p and a stamp to: GRAPHIX, 148 Ulsterville Park, Portadown, Co Armagh, N. Ireland BT63 5HD.
Philip Topping
Sub-Editor, GRAPHIX
● ***Yeah, we'll let ya do that.***



It has come to may attention that in the past few months your mission to assassinate the staff of Your Sinclair has been hindered by having to deal with scum who are throwing accusations at your person. One particularly offensive letter came from that infamous Russian agent, Peregrine Falcon who has been hiding in a public toilet in Berkshire. This bird-brain claimed to have gotten hold of a home movie showing yourself being chewed upon by Agent Howard.

I found this hard to believe, but sent 001¼ (Codename Chris Bourne, the manic beard) along to investigate. When he arrived, he promptly tied Falcon in a knot and settled down with his popcorn to watch the movie. It turned out to be nothing more than an old film of Peregrine Falcon getting a new Sindy doll house for Christmas. Bourne then put Falcon down the toilet and flushed him away.

I hope this letter has cleared up the matter. If anyone else hassles you and endangers your mission, you have my wholehearted permission to mince them.
Colonel Bab'El Coops
Cumbernauld
● ***Thanks sir!***

Does your right ear hurt? (What is this kid on about, I hear you cry). Well that spot lamp looks awfully close to your ear, surely your fur's singed, or do you have fire-proof ears?
Dug the Fireman
Worcestershire
● ***The Bear's got fire, gun and nuclear device-proof everything. You got chew-proof legs?***

I am much too old to play computer games or read computer magazines like yours. However, since I am currently having a break from college, I though that I'd dig out my old computer that I bought about four years ago.

I also thought that I'd buy you mag one day, and was pleased to notice in your chart, at No 2, **Outrun**. Now, I think the arcade version is excellent, and when I saw your comment, "As close to the original as anyone could expect," and also the fact that you had given it 8 stars, I decided to part with the old £9.

Do you realise that you can get 10 pints for this amount? (You learn this sort of thing at college).

I think Sega should be ashamed of themselves. The game is nothing like the arcade version! There is no illusion of speed whatsoever. Anyway it made me really angry, angry enough to put pen to paper, which I don't often do.

Why can't you write honestly what you think? Or do you have a treaty with US Gold?
J. Hendine
East Kilbride
● ***Stoodents! The Bear hates 'em. An' nine quid wouldn't buy 10 pints of whiskey anywhere. What we said about Outrun was it was as good as anyone could expect, an' seein' as no one expected much, it was OK. An' we always write what we think – so shove off!!***

How come I seem to be the unluckiest guy in the universe? I used to have Sinclair User delivered, but then we moved. Then I forgot to get it for 6 months. Then I was with my pal when he said, "These Megatapes are brilliant," and then I remembered about SU and I rushed out and bought it with Megatape 5. I asked around to see if anyone would sell me Megatapes 1-4 and everybody said no. I shall now ask if I can get them (for a price, of course) off you?
Gerard Burns
Smithson
Inverness
● ***What a dodo! Fancy not buying the mag for all that time. Still, yer back in the land of the living now, an' here's the way to get the missin' ishoos. Send off to the Peterborough address on the contents page (the one marked 'Back Issues'). They can tell ya if they've got the ones ya want an' how much they'll cost.***

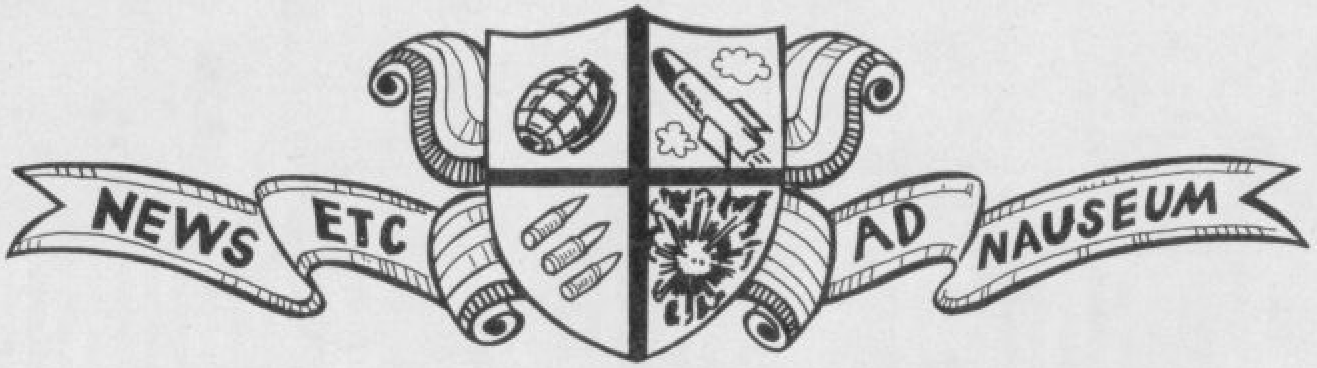




The Ad
GAM
The
A


dventure Goes On
E OVER II
e Video-Game
NEW TASK STANDS BEFORE YOU...
APPROACHING PHANTIS
You must rescue ARKOS, the hero of the rebellion against GREMLA, who has been imprisioned. You combat the kamikaze hordes, dodging missiles and avoiding balls of incandescent magma. Once you enter the caverns of the planet PHANTIS you fight your way through.
STRUGGLING ON
After abandoning the ship you capture an ADREC in order to continue advancing on the planet. A dagger is the sole weapon you rely on to fend off the inhabitants. You fight against the enemy troops. You have to steal a weapon. And advance forward, straight ahead. Nothing can detain you.
THE PRISON
You cross swamps, mountains and forests... there are enemies all over. The way to the prison becomes more hazardous the further you advance. You take command of a helicopter, descend into the entrails of the planet, and arrive at the prison. It is heavily guarded. Will you be capable of freeing ARKOS?.
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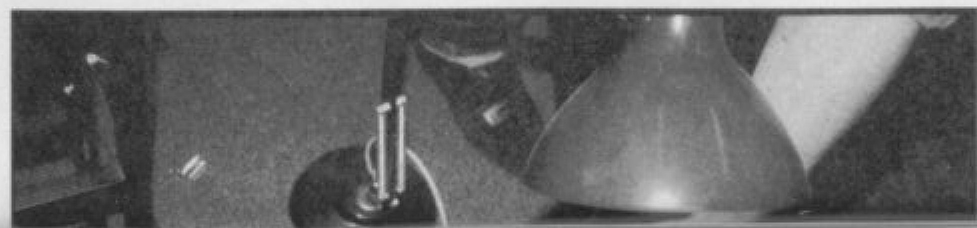
By our "don't say we didn't warn you" correspondent

We warned them, we threatened them, but they didn't take any notice. Despite our veiled threats towards their loathsome mascot Dizzy, Codemasters are still sending us silly press releases.

The latest concerns new partner Tim Miller, who has been brought in apparently to spruce up the old image with his natty line in sweatshirts.

Tim and the Darlings are shown

this sort of thing earns Dizzy another good kicking. So, lads, if you don't want Dizzy to take a swim off Beachy Head, but your ideas up.



ESPIONAGE

GRANDSLAM SPOOKS IN SPY SPOOF SHOCK

By our man in a trenchcoat

Normally, the release of a computer version of a board game is greeted with groans of indifference. Grand-

The Kamikaze Bear Headlines

Heads up. It's th' bear. An' this month ah'm feelin' peaceful, relaxed and laid back. Is th' bear sick? Has he been watchin' too many Andy Pandy videos? Nothin' of th' kind. It's just that the SU staff have flown th' coop, an' this ol' bear's got the office to hisself.

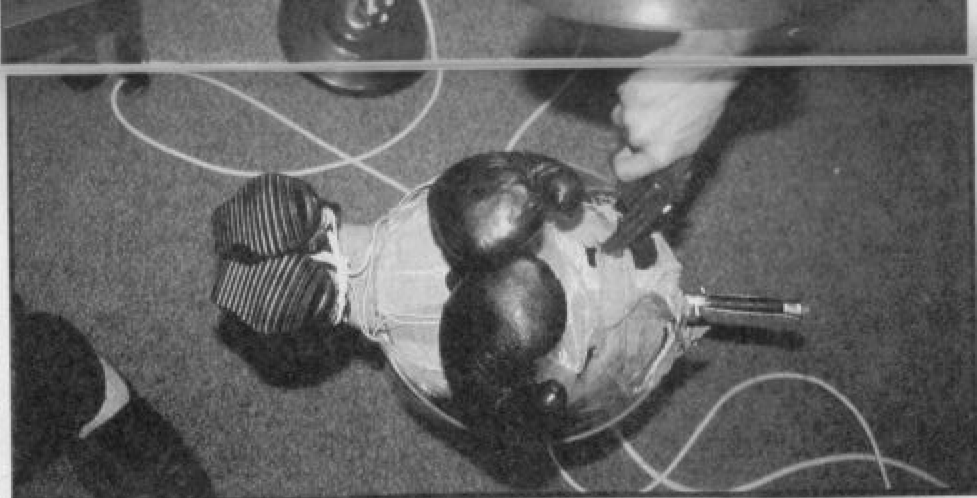
*Lord Graham of **Taylor** is off in Baltimore Yoo Ess Ay, bein' stuffed to the gills by **Microprose. Gareth** the Mad celt has gone off to work on some poncey noo mag, an' we ain't settled on a noo art guy (or girness). The **Dildoid** is off*

his natty line in sweatshirts.

Tim and the Darlings are shown leaning against a wall trying to hold their trousers up. Now, saucy pictures of towel-clad females we can take, but



▲ The last straw.



▲ Dizzy's Plight: One more photo and the toy gets it.

version of a board game is greeted with groans of indifference. Grand-slam, though, has come up with a refreshing idea; release the computer version of a *new* boardgame, in this case *Espionage*.**

A sort of cross between chess, draughts and Go, **Espionage** is played by two to four players on a 28 x 28 square board divided into black, white and red squares, and home bases for each player. There are three types of playing piece, each allowed to move in a different way. The aim of the game is to pick up microfilm cassettes from the centre of the board, and return them to your home base, "taking" enemy agents along the way.

The computer version will allow you to scroll around the board, and will provide from one to four computer opponents. It's due for release at the Personal Computer Show.

*settled on a noo art guy (or guyess), The **Dildoid** is off watching Def Leppard videos until he goes blind, an' **Jimbo** is suckin' up to some software **bimbo** in the hope of a free lunch. So it's just th' bear runnin' th' mag, an' I've got a few changes in mind. Like . . . get rid of all the technical stuff! It just hurts ma head an' there's no violence in it. Get rid of the ads too. Except ones like **The Vindicator,** showin' pictures of big guns. Get rid of the charts! See above. Fill the pages you get with pictures of new jet fighters an' anti-personnel weapons, an' rename the mag* Sinclair and Light Armaments User, starrin' Th' Bear.

Glad to see, too, that the Royal Family have recognised our success by naming Duchess Fergiana of Yorkie's new sprog after me. Beartrice, always thought it was a lovely name. The next one's goin' to be called Kevinkaze.

*When ah get back from ma Club 18-30 holiday in Beirut things should be different. Tamara gone, a coupla noo flunkies installed, an' Lord Taylor borin' everyone with his stories of **porkin' out** in Baltimore. What state is that in, I asked him. Pretty dreadful if you ask me, he says. Tuh.*

PLUG PULLED ON POVERTY-STRICKEN POWER HOUSE

By our oh-dear-what-a-pity correspondent

Another victim of the competitive budget games industry, *The Power House* has had its plug pulled, apparently owing loadsamoney.

The Power House was set up by CRL, and brought out by boss Ashley Hildebrandt in February. Despite a big promotional spend and lovely cover artwork by Tim White, only one game, the gruesome **Soft 'n' Cuddly,** ever received much exposure. Maybe things would have worked out better if they'd spent more money on the software and less on the packaging.

A blubbing Michael Baxter, PR man extraordinaire, told SU's apathetic hacks that he was personally owed £6,000. Serves you right for charging so much, Mikey.

So the moral of the tale is – if you had your eye on any *Power House* games, snap 'em up, because they won't be around any more.



▲ Power House in happier days.

SOFTWARE SUPERCOPS SLAM SCOTS SCUMBAGS

By our "hoots, it's a fair cop" correspondent

***FAST*, the Federation Against Software Theft, made another Starsky and Hutch-style raid in August.**

Some 6,000 items of pirated software were seized from premises in Glasgow, in a joint operation with Glasgow CID, US Gold, Ocean, Microprose, Electronic Arts and Elite (though how they all got through the door at the same time isn't explained in the press release).



▲ FAST apprehend pilot ring-leader.

Street value of the hot software was estimated at £100,000, and though most of it consisted of Amiga, Atari ST and PC discs, we just thought you'd like to know that FAST is doing its duty and nabbing the naughty boys. It won't be long before they come knocking in your door asking to search through your software box, so be pure, be vigilant and behave.

CHEAP SOFTWARE SURPRISE TERROR

By our bit gullible correspondent

You obviously don't want to fork out more than necessary for your games, so you'll be pleased to hear of the *Special Reserve Club.*

Dave Carlos and Tony Rainbird (founder of Rainbird Software, but we won't get into that) are running Special Reserve through their PR company Intermediates (are you confused yet?)

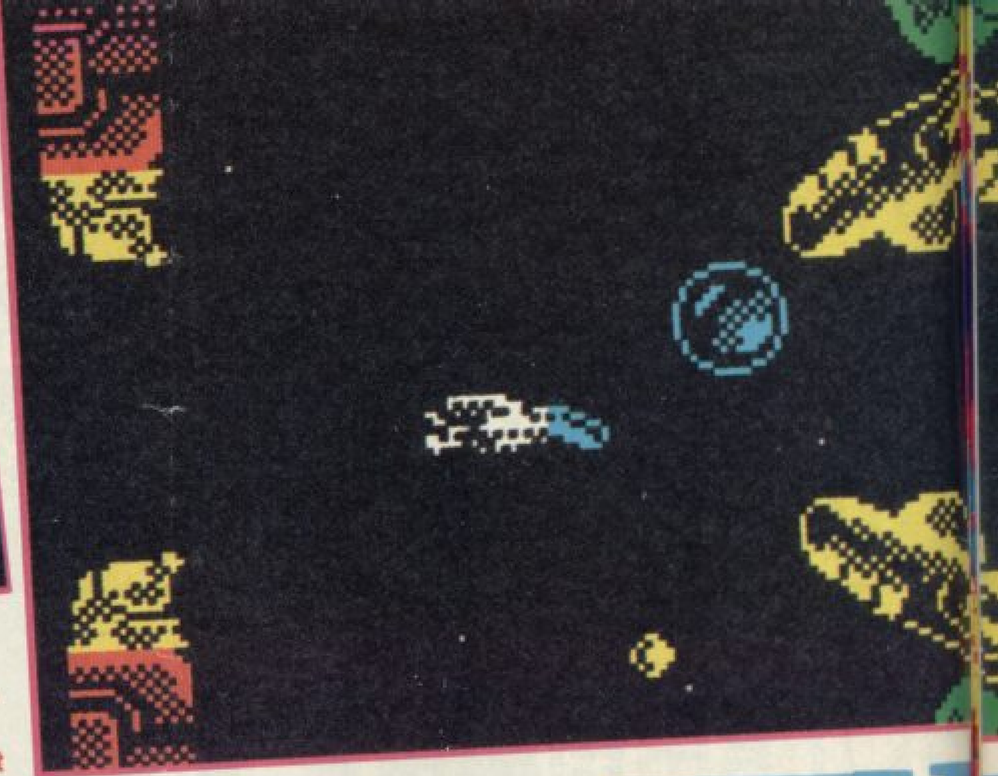
The idea is that you pay £4 for a year's membership, which entitles you to three issues of the *Buyer's Guide,* **which lists over 400 current software titles. You also get a membership card, which no doubt will admit you to the very highest levels of society and get you free travel on the buses too.**

For more details on either, send an SAE to PO Box 847, Harlow, CM21 9PH. We can't wait to hear what the distributors will think about being undercut . . .

Correction

Last month's Smash Coupons page contained a whole host of errors, for which we apologise. Goliath Games' Tracksuit Manager can be ordered for £1 less than the RRP (plus 50p P+P) from Goliath Games Tracksuit Manager Smash Offer, 46 Locking Road. Weston-super-Mare, Avon BS23 3DN. Your cheque/postal order should be made payable to Goliath Games and be for the sum of £9.45. Sorry.





R-T

The days of feeding hundreds of 10p pieces into your local arcade machine are nearly over. Spectrum R-Tupe is virtually upon us. Here's your chance to get a good look long before anyone else at Activision's contender for the Christmas No 1 slot.

R-Type on the Spectrum? They must be mad! All the colour and actoon and weaponry and levels? Yup. They're all in there, and everything is looking miles better than we'd dared imagine. Just take a look at the pictures and see for yourself.

Ever since the IREM coin-op came out a couple of seasons ago, R-Type made a very special place for itself in the hearts of arcade fans. It was something to do with the sense of it being the ultimate blasting game. All the elements were there. Hundreds of disgusting aliens that *really* deserved to die, fantastic sci-fi structures and defence installations needing a good seeing to and the weapons . . . Oh, such weapons!

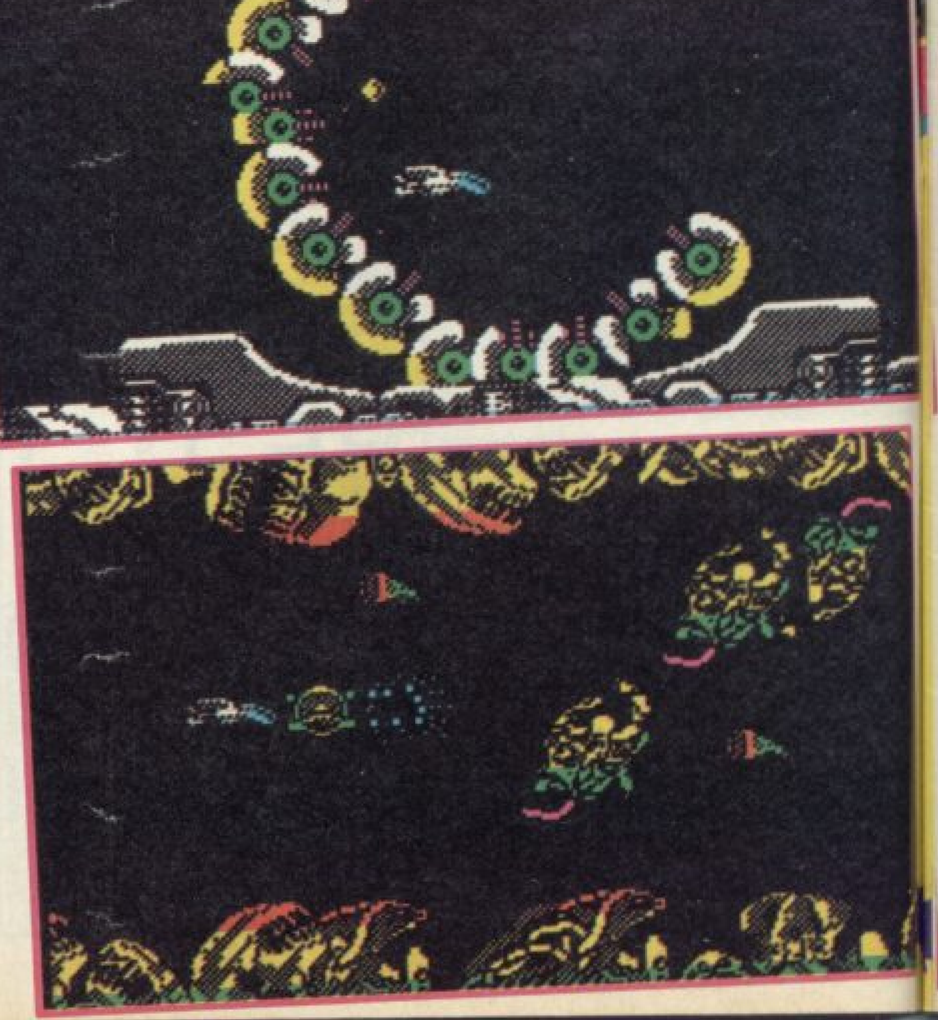
The Speccy version is astounding. You kick off Level 1 flying over some relatively harmless scenery. You've got at least two seconds to get used to the controls of your ship before you're plunged into complete bedlam. Hellish red aliens scream across the screen at you, firing madly as they go. Still, these are made to look like girl guides when compared with the stuff to follow.

Still, you're getting quite handy with your laser, and you can move swiftly up the screen spraying yellow death in a very pleasing fashion. You hardly have time to notice the full colour graphics, or the marvellous explosions as the bad guys buy it in clouds of antimatter. What you do notice straight away is the speed. The backgrounds scroll gently from right to left without a flicker while the centre of the screen is a whirlwind of action and annihilation.

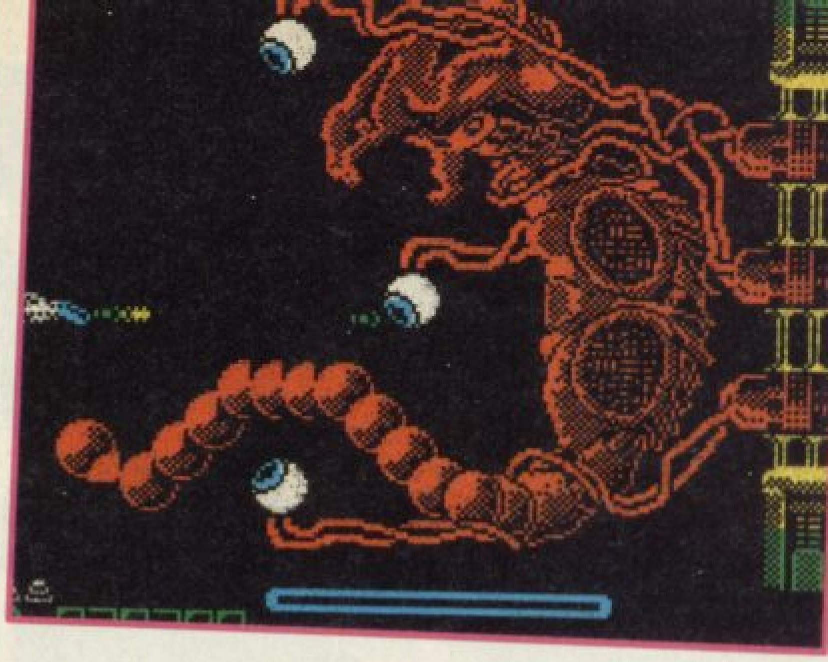


Weapons

1. **The reflection laser unit**
   With this unit you will be able to shoot rebounded laser beams.
2. **The anticraft laser unit**
   With this unit, you can shoot aircraft laser beams
3. **The ground laser unit**
   With this unit you will be able to shoot ground laser beams
4. **The missile unit**
   With this unit you will be able to shoot homing missiles
5. **The speed unit**
   Every time you collect one of these, the ship gets faster
6. **Bit**
   Provides protection for the ship when it rotates
7. **The force**
   A small blob that attaches to the front or back of your ship and can be used both as a shield and a weapon







YPE

Huge snakes race around the perimeters of the screen, looping and diving. If you're not careful they'll ensnare you and circle round and round until the smaller fighters take you out. The best tactic here is to get them way before they get near you. Using the in-built laster-storage system you can build up a giant bolt of blue laser energy and hurl it at the bad guys, taking out a snake or a robot in one go. Whole rows of lesser sleazoids can be wiped out in this fashion with the huge bolt going through them like so many chocolate soldiers.

Along the way you can pick up a host of extra weapons which will make life easier in certain stages. Each weapon is collected by taking out a particularly unsavoury baddy who explodes leaving behind a glowing orb. Collection of this will endow you with the appropriate weapon. (See panel).

I don't think I can recall ever seeing such big, colourful objects being slung around the screen at such an amazing speed before. Cybernoid and Exolon were impressive, but this is scrolling at the same time and all of the characters are huge.

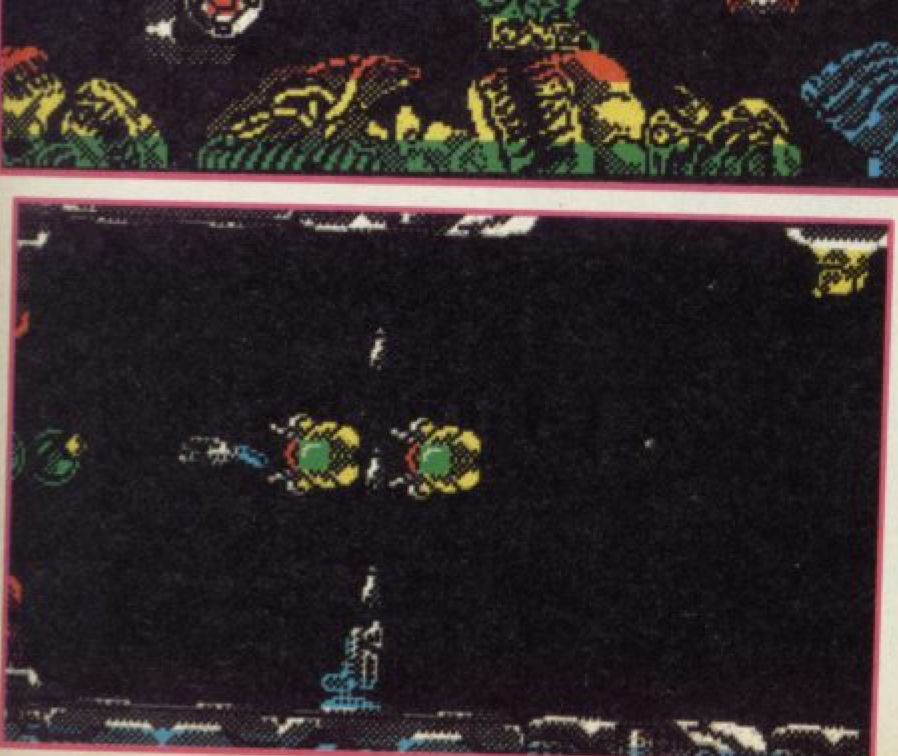
It has to be said that your own spaceship does look a bit, well, girly. A white body with a big droopy blue nose. Still, being saddled with an iffy craft is a small price to pay for being able to ice a hundred aliens per minute.

As you go further into the game, your life doesn't really become difficult. Impossible is the word. There are machine guns in the floors and ceilings and little rocket launchers which spew unrealistic numbers of shells at you. All the time you're trying to blow away everything that moves and stay alive as well.

At the end of each level (Activision kindly helped us out. We's have never have got their on our own) you entcounter a truly stomach churning beast. Each one is closer to the nerve centre of the alien empire. On Level 1 it's like the thing from *Aliens,* all tentacles and pipework and little heads appearing from nowhere. Level 2 has you pitched against a malevolent blancmange from hell. Even here things fail to ease up in the slightest. You'll need to have picked up as many weapons as possible on the way in order to stand the remotest chance of defeating these giants. The Level 1 beastie needs its three eyes shooting out, each one needs bout four super-blasts from your storage-laser.

It's probably all going to add up to about three or four loads, one for each level. Here at SU we think it's about as close to an ultimate space blast as anyone will ever get. Fab.

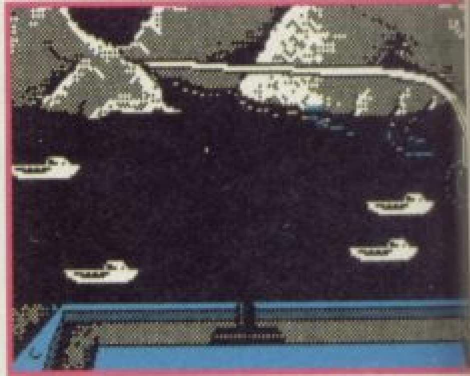


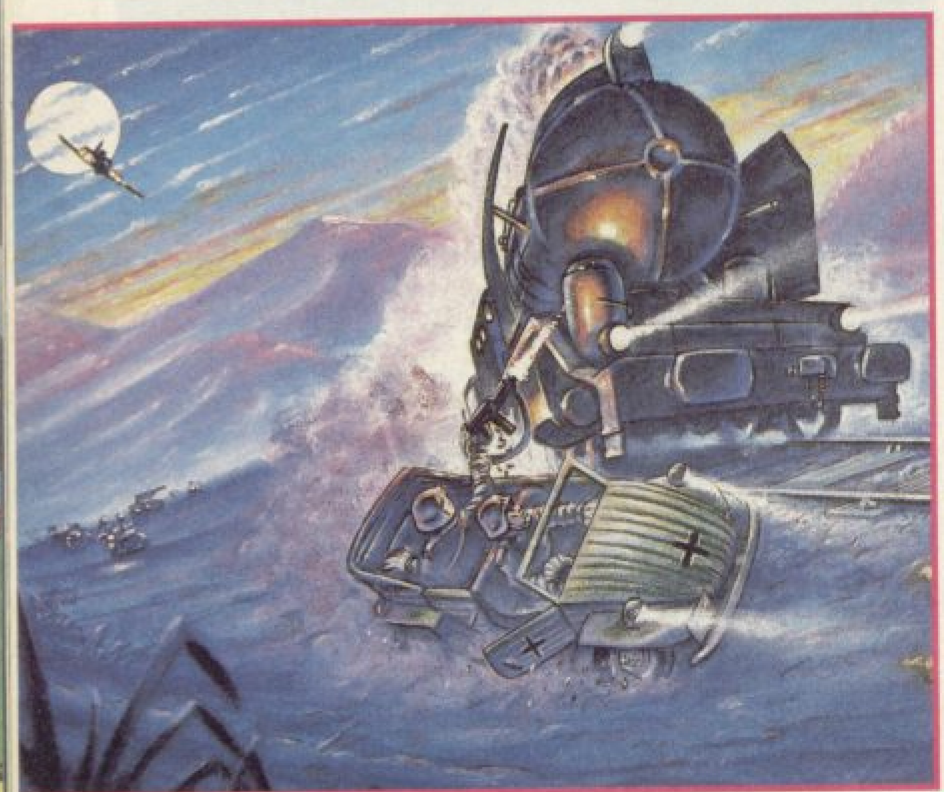






THE TRAIN





Zut alors! etc. **The Train** from E.A. boasts one of the ropiest themes on which to base a game I've ever come across: A huge locomotive stuffed full of French art to be carted off to Germany at the end of WWII, a group of French Resistance fighters (yourself) and as many Germans as you can shoot.

(I don't know how you feel, but personally I won't be that concerned if every piece of Froggy art ever contrived were lost forever, but that's all by the way).

What we have is a multi-stage arcade/simulation of stealing, driving and protecting the train on its hair-raising journey from the depot at Metz to Riviere where you meet up with the Allies.

The first stage is a largely uninspiring affair involving moving a cursor around a screen depicting the train in the sidings at Metz. You have to shoot out the Germans who lurk in the windows of the shacks, each time you pot one, one of your fellow Resistance boys will move further up the track towards the signal box. Once he's there he will change the signal to green and you'll be able to shoot off 'dans le train', as they say in France.

The problem in this stage is that the Germans keep shooting back, forcing you to duck their gunfire. Since the joystick only controls the cursor, you've got to hit the space bar every time. Everything gets a bit frustrating, and this stage goes on for *ever*.

Eventually, though you get on to the main driving-the-train section. The screen now depicts the control 'panel' of the train – throttle, brake, stove etc. Just as you start to get the hang of things, you'll notice on your Map screen that you're about to shoot off in the wrong direction, and you'll have to go through an elaborate process of blowing your whistle a number of times to let the Resistance know that you want the points at the next junction changed to the appropriate position.

The Germans don't give up, though. They'll send fighter planes after you and you'll have to shoot 'em down in a 3-D night-gunner scenario (which isn't at all bad). Crossing bridges can turn into a real nightmare. Hordes of enemy boats mill around and you'll have to shoot them down in order to continue.

The Train, it has to be said, isn't the most exciting game in the whole world. While it's well programmed, the initial idea seems to be way off beam. It's nice to look at and would make a great movie (I'm sure it's been done – TH) but a computer game? Whatever next, **The Sound of Music?**■





ARCADE REVIEW

FAX BOX

THE TRAIN *Label:* ***Electronic Arts*** *Author:* ***Accolade*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
78	50
60	70
PLAYABILITY	LAST ABILITY

Watchable, though thoroughly bizarre arcade/history game

Reviewer: Jim Douglas

OVERALL **68**

COMPETITION

IT'S A FUNNY OLD GAME

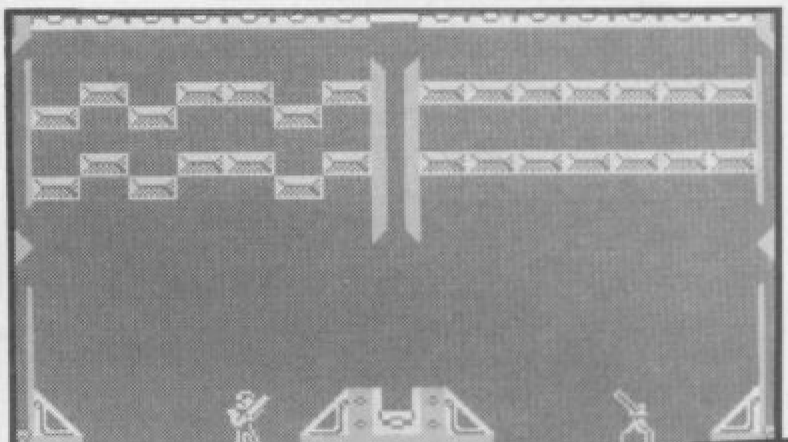
Are you, or are you not, a hotshot? This is the question we're here to consider. For instance, can you play Addictive's Hot Shot, the futuristic sports simulation of which we said, "it's fab fun, brilliantly simple and endlessly absorbing"? Or are you a complete div?

This is the simple way out. Those endlessly generous chaps at Addictive have decided to give away some nice prizes to people with a bit of common sense, and who are we to argue with that?

5 1st prizes – Photon Double Warrior Sets. Helmet, power pack, infra-red gun, ammo belt and ID card times two. The perfect way to enjoy yourselves safely shooting it out

15 runners-up prizes – copies of Hot Shot, the futuristic sports simulation for the Spectrum from Addictive

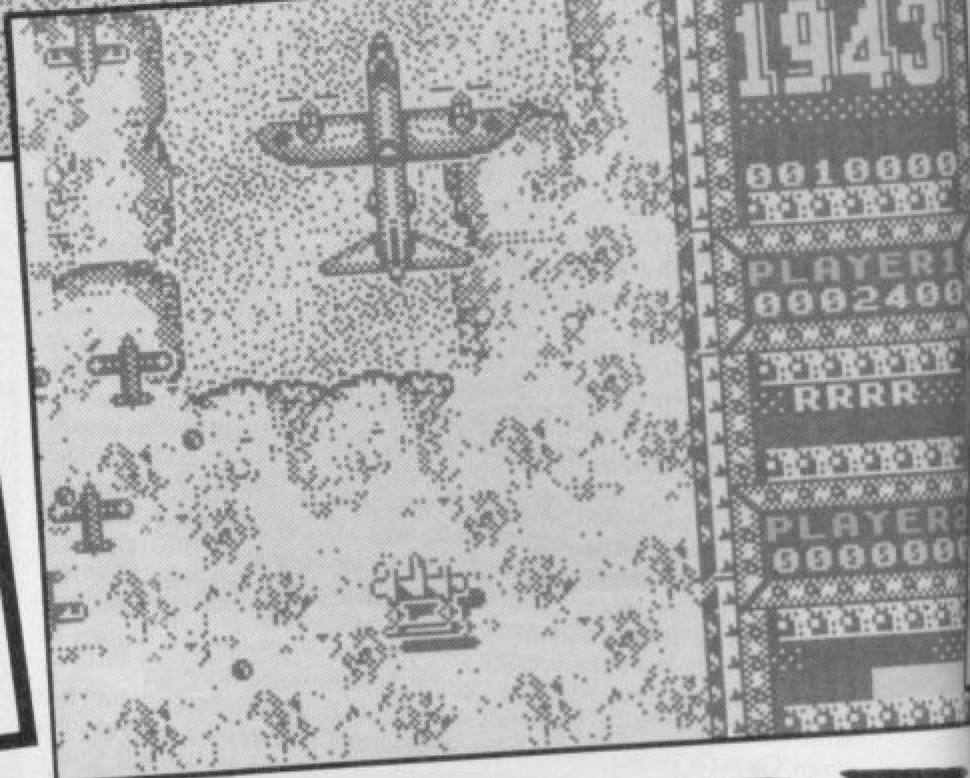
All you have to do is play our unique spot-the-ball contest. Look at our picture of the recent journalists-versus- distributors charity football match. Man of the match was our own Gareth Jones, seen here flying athletically in entirely the wrong direction ('cos we've blanked out the ball). All you have to do is IDENTIFY the square in which you think the missing ball should be; WRITE that square's grid number and letter on a postcard; ADD your name and address; and POST it to HOTSHOT CONTEST, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. The first 30 correct answers drawn from the antelope – sory, hat – win the prizes. Closing date is the last day of October. Employees of EMAP, Addictive, InterMediates PR, LJN Toys and Bouncy Footballs Ltd are excluded, and the Editor's decision is incomprehensible■

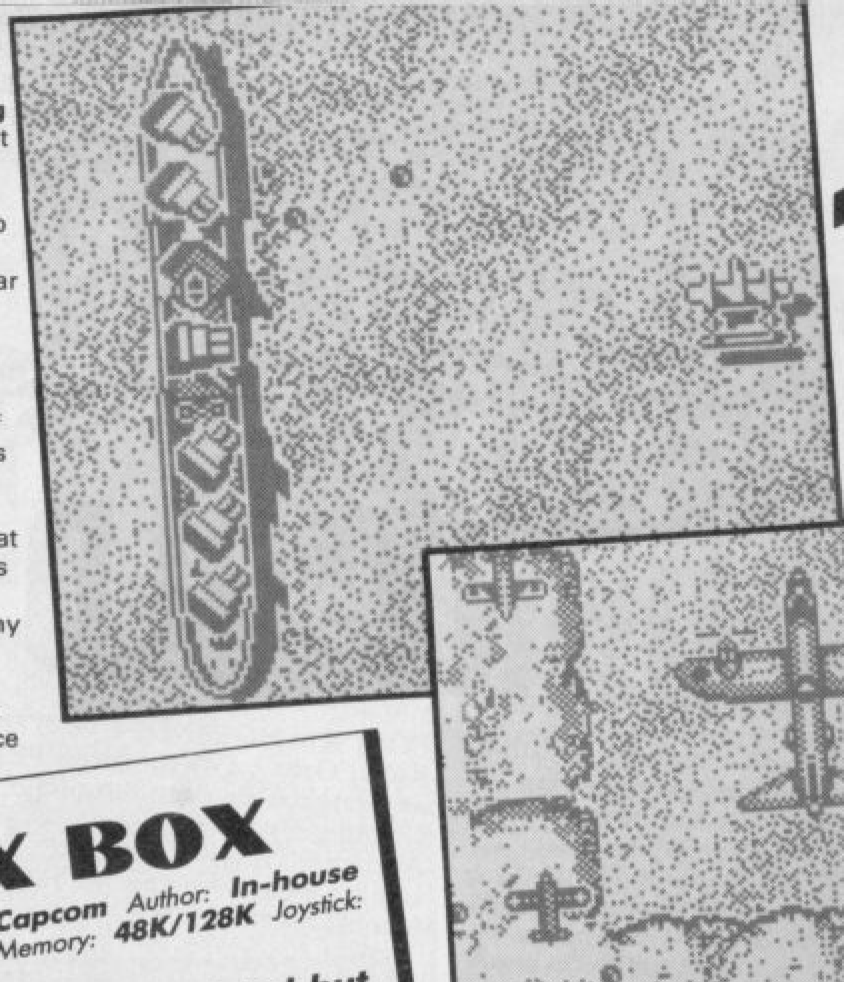






194





Yes I know I know. **Flying Shark**. I know. Well shut up because it's not **exactly** the same. It has to be said, though, you'd be mad to buy them both.

You'll never guess what year it is. Yup. That's right. And you're in charge of a US bomber on your mission to destroy the Japanese cruiser Yamoto, shooting down all of its support vessels and planes along the way.

As you can see, it's a top-bottom scroller without a great deal of colour. The scrolling is by no means the fastest I've ever seen but at least the enemy planes move at a reasonable pace.

The most interesting aspect of **1943** (and the only difference

ARCADE REVIEW

FAX BOX

1943 Label: **Capcom** Author: **In-house** Price: **£8.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
67	55
70	60
PLAYABILITY	LAST ABILITY

Slightly outdated but nonetheless worth-while WWII blast.

Reviewer: Jim Douglas

OVERALL **68**

10 20 30 40 50 60 70 80 90

METAPLEX

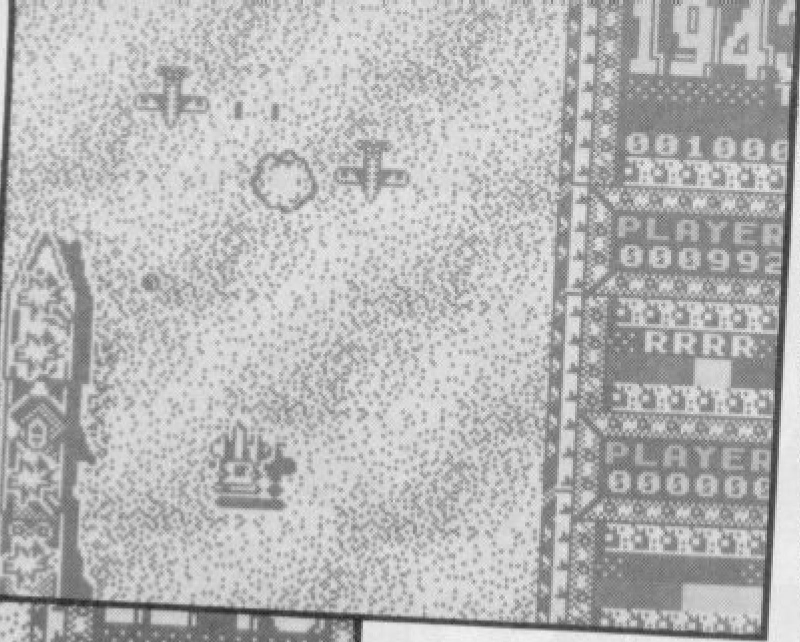


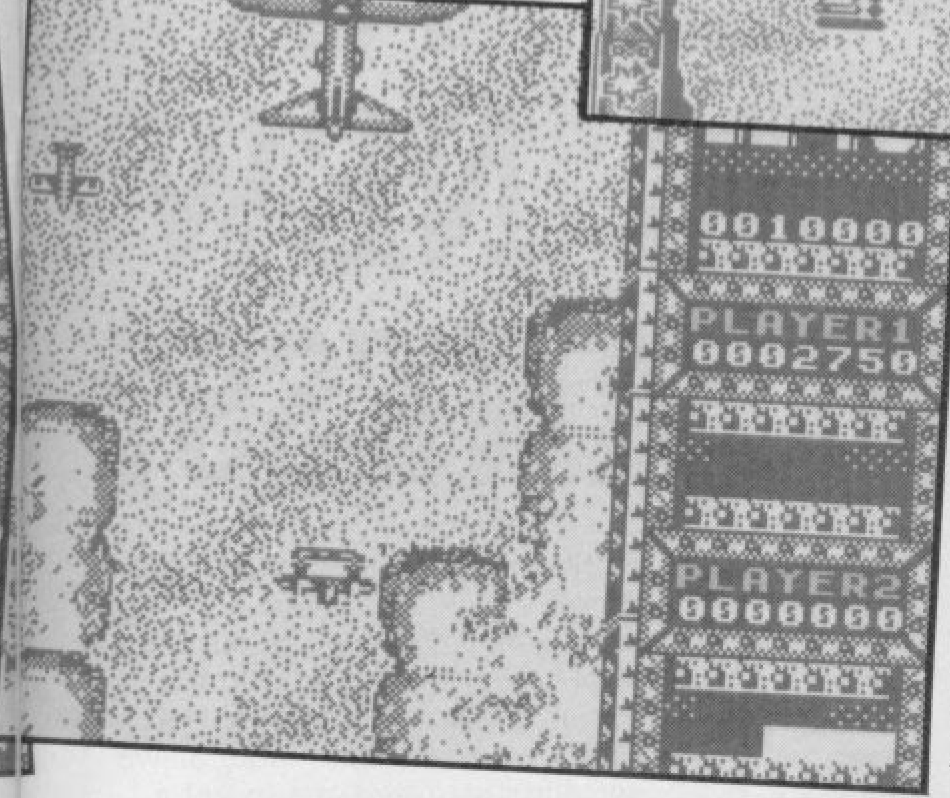
I've often seen games that people have praised for being 'ahead of their time'. *Ultimate* released loads of them. But there's no way this game could be described as 'ahead of it's time'. I can't even see how this could be called 'The game of today'. 'Maybe last week' or 'Didn't I see that on a 16K speccy at the 2nd Microfair' are slightly more appropriate. If *Addictive* have tried to recreate the look, feel, even the smell of the old 'collect this to destroy that so that you can get to the other' 1984 kind of pap, then they've done a very good job of it. If on the other hand, they've tried to write an original, fun arcade adventure that'll keep you coming back for more, then I think they need some new programmers.

But before I give you the lowdown on one of the worst full price games around at the moment, here's an award. The



943





between it and the previous game –**1942**) is the 2 player option which means that you can team up with an ally in the fight against Tojo and fly side by side against the enemy.

This feature works better in **1943** than in many other games. Since it is possible to find yourself flying around with your engines on fire and completely out of ammo, it's damned handy to be able to rely on a mate to help you out of a tricky enemy-approaching scenario.

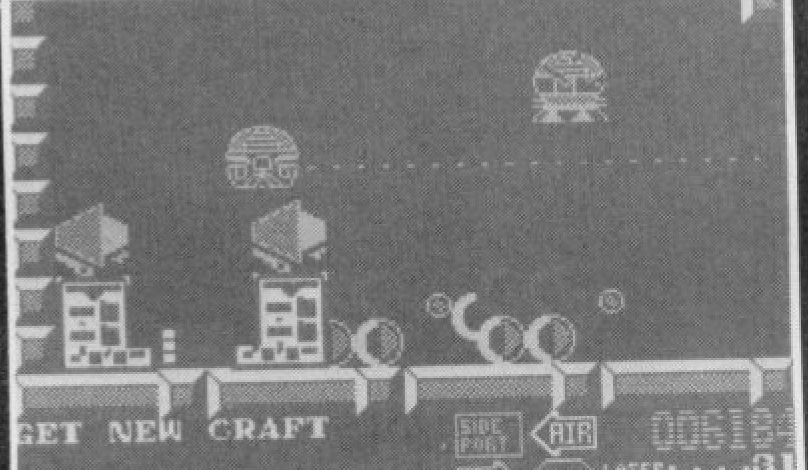
The bad guys come at you in ridiculously tight formations – completely unrealistic bearing in mind the capabilities of the planes – and bomb and shoot for all they're worth. So you break out your ultra-astonishing 30 mm cannon and wipe those suckers out! You can disperse whole waves with a frantic burst on the fire button. Your main worries come while trying to take out the battleships which lurk in the water (Really – GT). They're armed to the teeth with guns and cannon and will make a very nasty mess out of your plane if you stray into their line of fire. As a result, you end up darting in and out, slinging shells in their direction. It gets pretty blummin' exciting actually.

Should you be fortunate enough to clear a whole wave of fighters, an icon will appear. By collecting it you can add some useful artillery. Spray bullets are the best; as they simply fire in a whole bunch of directions which depletes the necessity for dodging left and right all the time.

1943 is definitely nothing revolutionary. Indeed, it must be one of the few games around this month using only two colours (still) but it's quite fast and pretty difficult and the two player option is fun. If you've got access to two joysticks you can have a great blast flying both planes at the same time, swooping over each other and winning the war all over again■

Alien Syndrome award for the worst packaging blurb goes to this game for it's précis of the plot. 'Deep within the labyrinth that is **Metaplex**, lurks Garth, sworn enemy of the Earth.' Good stuff eh, and believe me, things don't get much better.

You, as a little roaming droid, have to destroy four power points before you can get to the hideous two-headed thing that is Garth. To destroy them, you have to drop acid on them. To





get the acid, you first have to collect an empty flask, of which there are a limited number. Once you have a flask, you have to carry it to the acid room (!?!) where a large vat of dripping acid is positioned. Stand beneath the vat to fill the flask, and then take it to one of the four power points, and then drop it by standing over it.

Lots of nasties roam around aimlessly, occasionally deciding to mill about in front of you. Things like expanded spiders and ghosts fly about waiting to be shot. Occasionally you'll get the odd alien who'll shoot back, and I do mean occasionally.

Graphics are large and colourful, that I can say. The only problem is that they are all single colour sprites, and all different colours from the other sprites on screen, which gives rise to large amounts of colour clash. Also, some of the graphics look like they were created by graphic expansion, just like the graphics in games like **Heavy on the Magick**. Blockiness abounds. Everything moves about very smoothly, which is almost a reddeming feature, even though it doesn't add to the gameplay at all.

Basically there's no way this could be recommended. Try again, lads■

ARCADE REVIEW

FAX BOX

METAPLEX** Label: **Addictive** Author: **In house** Price: **£9.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon

GRAPHICS	SOUND
36	26
68	15
PLAYABILITY	LAST ABILITY

Tedious arcade col-lecty thing with some outdated graphics and gameplay

Reviewer: Tony Dillon

OVERALL **42**

10 20 30 40 50 60 70 80 90

OOOER! WHAT'S THIS NEW RATINGS BUSINESS?

OK we give in. The one thing you said you didn't like about SU was our rating system. "Not enough information," you said. So over the past few months in our secret laboratories we've been hatching a totally new system! You liked the Fax Box – we've kept it. You liked the summary comment – we've kept it. You wanted a rating for Graphics and Sound separately – you've got it. You wanted a rating for Playability – check it out. You wanted some idea about 'long term interest' we've called it 'Lastability'. You wanted percentage ratings – you've get 'em and a short overall summary which is the definitive final statement of our opinion of the game.

N.B. Don't try and work out the final rating from adding up the others and dividing by four – it won't work like that – after all we wouldn't want a game to get a naff rating just because, say, the sound was poor, if sound wasn't really an important feature■

What sort of game is this?



GRAPHICS
How completely fab, smooth and detailed and animated the game looks (or otherwise)

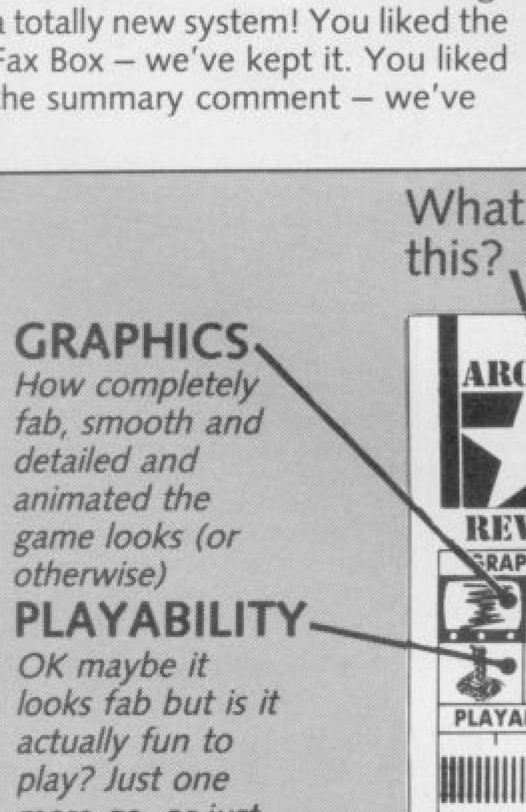
PLAYABILITY
OK maybe it looks fab but is it actually fun to play? Just one more go, or just one more yawn?

Summary comment – *the game in a nutshell.*

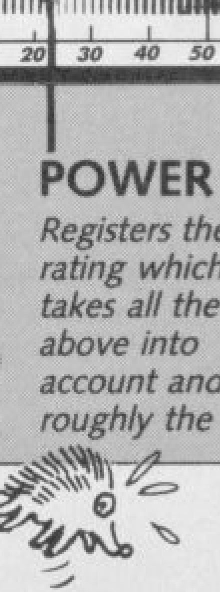
Reviewers signature – *So you know who to blame*

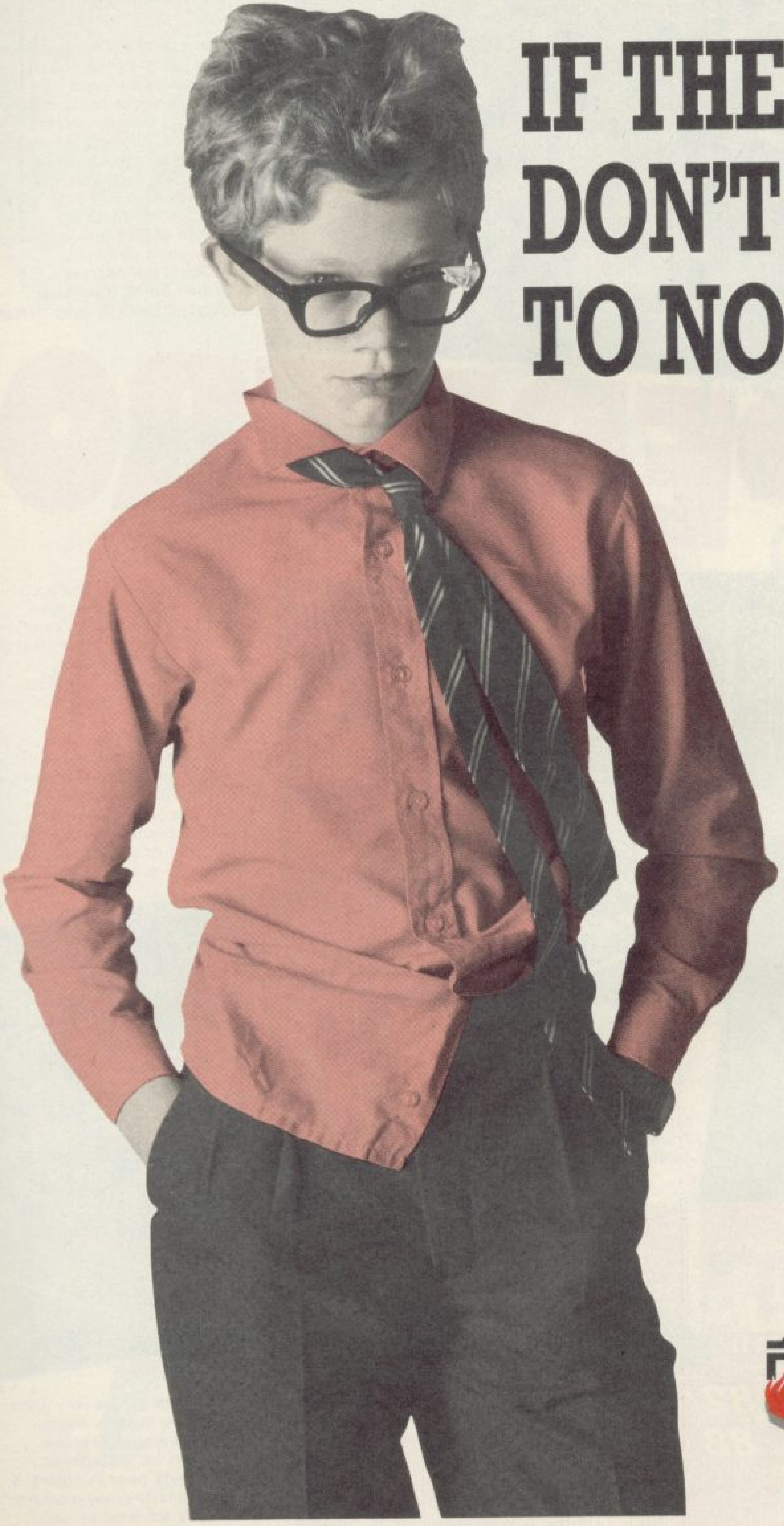
SOUND
Funky little 4–channel get on down mayhem, or horrible little bleeps and buzzes?

LASTABILITY
Are you still going to be playing this game in a day's time? A week? A month?



POWER BAR
Registers the final rating which takes all the above into account and is roughly the equivalent of the old star rating but more accurate since it expresses things as a percentage out of a total of 100





IF THE GIRLS DON'T SEEM TO NOTICE . . .

FIREBIRD

A LEGEND IN GAMES SOFTWARE

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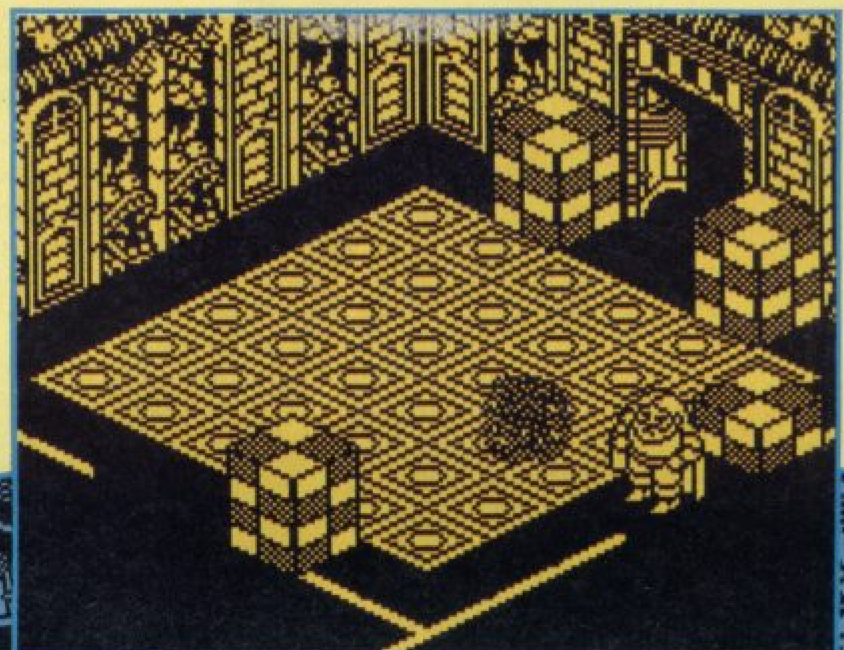
SEE US ON STAND 3447 AT THE P.C. SHOW, EARLS COURT, 14-18 SEPT.



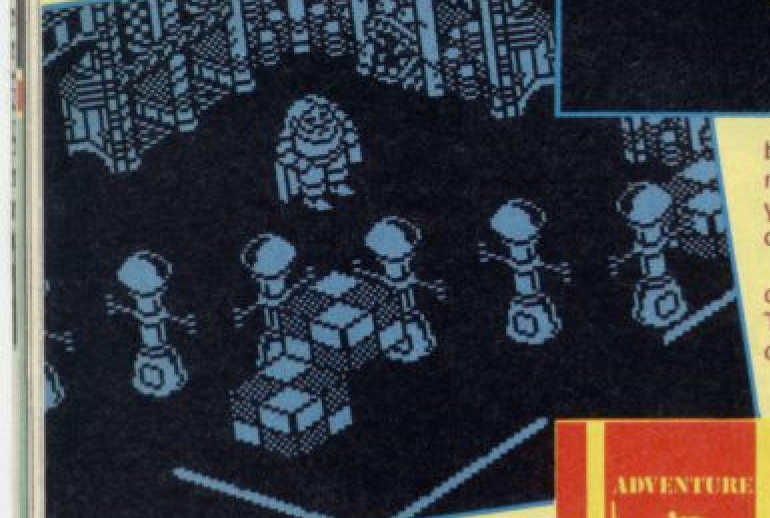
"SuperHero is the best 3-D game we've ever seen," says the blurb on the back of the pack. Bear in mind, though, that the quote is from Codemasters themselves. **SuperHero** isn't bad, but no way is it the best isometric 3-D effort ever; even Ultimate's **Knightmare** and **Gunfright**, on which it's most closely based, are better, and they've just appeared on a greatest hits compilation with several other excellent titles.

The trouble doesn't lie in the graphics, which are by the excellent Bernie Drummond

SUPERHERO



(**Head Over Heels**), or in the game design, by David Darling and Mark Baldacheck. It's not even in the dreadful cover illustration, all wonky perspective and ill-proportioned limbs. It's actually in the screen handling, which is very slow and jerky, especially annoying when you're moving from one chamber to another and the game holds you up for a moment while it fills in the contents and background of the new scene.





The backgrounds, though, are excellent; weird and grotesque carvings, strangely futuristic machinery and a great selection of monsters. The plot's the usual thing; you play an immortal warrior, challenged by the gods to a series of puzzles. As you move from chamber to chamber you must first seek out a number of gifts which will help you to enter blocked-off chambers; a pair of flying shoes, a magic sack, a boomerang warhammer and a mystical helmet which entitles you to more free gifts (a bit like collecting petrol coupons).

To help you out further, you can also obtain objects from Traders – small scuttling creatures with floppy ears. Run into one, and a trading menu comes up, allowing you to buy extra lives, paralysers, Mercury's shoes (a short-lived speed-up), keys to teleport devices and clues to where to find further objects. You can also gamble with Traders.

You can also buy ESP activators, which, in the presence of ESP orbs in certain rooms, point you in the direction if the nearest Guardian Spirit. You must capture all five spirits to defeat the five guardians, and each time you find one you are thrown into the Dead Zone, where you have to steer clear of some particularly nasty monsters until you can find your way back to the main chambers.

The puzzles in the maze are of the usual pixel-splitting kind; avoid the exploding pyramids, figure out a way over the booby-trapped floors, and negotiate paths over piles of blocks and obstacles. Some of the monsters, such as the savage bulldogs, are very good, while others like the energy balls are average. That just about sums up **SuperHero**: good in parts poor in others. If you particularly enjoy isometric 3-D arcade adventures, you won't regret spending £1.99. Otherwise, look for something more original■

ADVENTURE REVIEW

FAX BOX

SUPERHERO *Label:* ***Codemasters*** *Author:* ***Paul Machacek & Bernie Drummond*** *Price:* ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
82	40
88	70
PLAYABILITY	LAST ABILITY

Reasonable isometric 3-D romp let down by poor scrolling

Reviewer:

OVERALL **76**

10 20 30 40 50 60 70 80 90



GET SAVAGE!

IT'S AMAZING WHAT A REAL COMPUTER GAME CAN DO.

- HURL A VOLLEY OF AXES
- FIRE BOLTS OF LIGHTNING
- WRESTLE FEROCIOUS BEASTS
- LEAP OVER BLAZING CHASMS

FIREBIRD

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SEE US ON STAND 3447 AT THE P.C. SHOW, EARLS COURT, 14-18 SEPT.

Games Winter Edition

ARCADE REVIEW

FAX BOX

GAMES – WINTER EDITION *Label:* ***US Gold*** *Author:* ***Sentient Software*** *Price:* ***£9.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
59	44
59	69
PLAYABILITY	LAST ABILITY

Competent, but unremarkable, selection of snow sports sims

Reviewer: Chris Jenkins

OVERALL **65**

10 20 30 40 50 60 70 80 90

As usual, what you can expect from **Games – The Winter Edition** is a selection of joystick-waggling events, only this time in the snow and ice, rather than on the running-track. This means that the graphics have a lot of white in them.

So, having covered practically every other sporting event know to Man in earlier games, what's left to try out in **The Winter Edition**? We sent fearless sportsmen Ploppy and Plippy to see.

The Luge. Always good for a laugh ("You want the luge? You should have thought of that before you came out!"), this bobsleigh-like event has the best graphics of the lot. Speed along the track through a series of flip-screens, adjusting your position and rate of drift in order to steer the best course.

Cross Country. A bit too similar to the Biathlon in **Winter Olympics**, this involves you skiing up slopes and along the levels to the finishing flag. This is a test of co-ordination, with two contestants shown simultaneously in a split-screen effect. Backgrounds and characters here are pretty poor.

Figure Skating. With a choice of three pieces of background music, you select the spins and jumps you want to perform. Once you move to the ice rink itself, you are marked on your artistic interpretation (how well the moves fit in with the music) and your technical excellence (how few times you fall on your bot).

Ski Jump. Just what you'd expect. First a view of the slope, then a goggle-eye view as you try to keep your skis lined up, then the final plunge off the end of the slope and flight through the air (or landing spreadeagled in the slush if you don't hit the fire button at the right time).

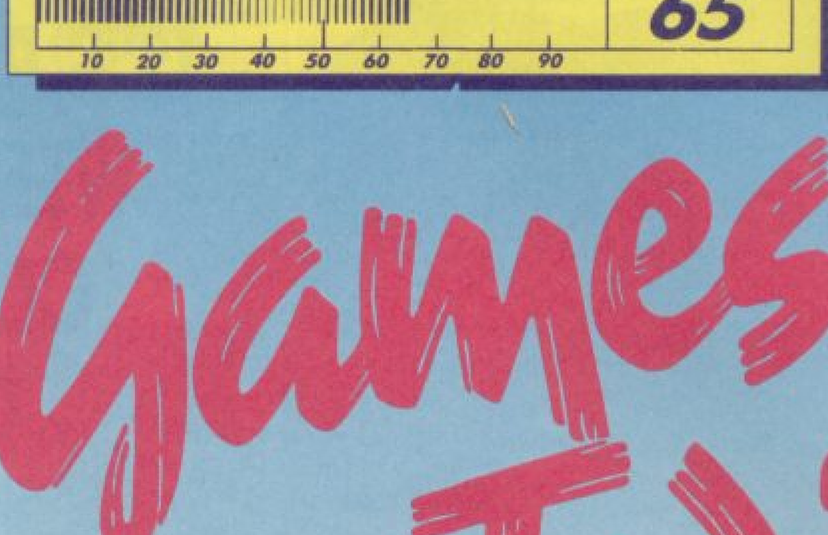
Downhill. Pretty unexceptional; you push off from the top of the slope, then switch to an eyeball view of the gates coming between you. Steer left and right to get between them. Ho-hum.

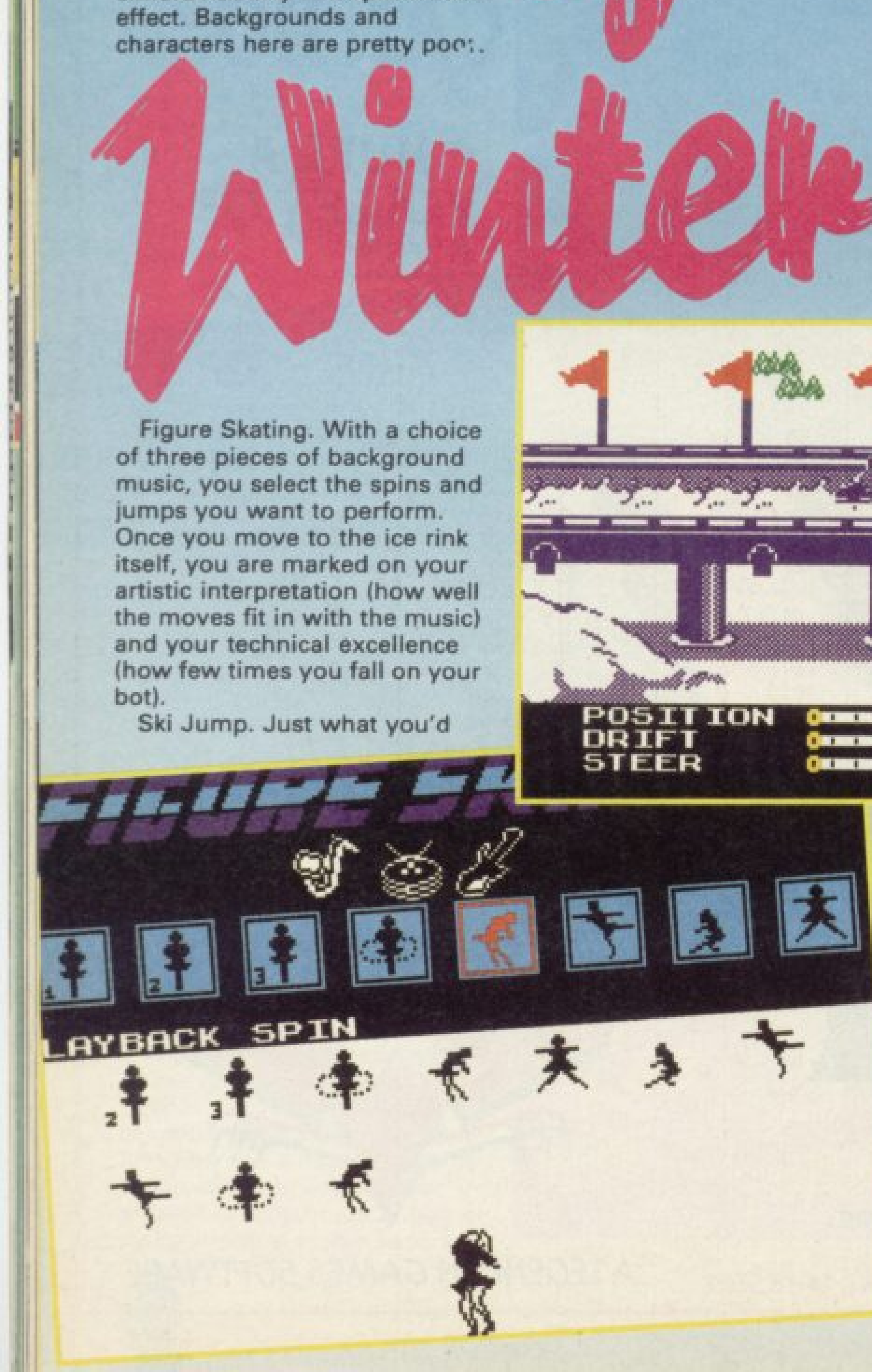
Speed Skating. This is a bit more original; a top-down view of the race rink, with insets of the competing skaters. Get into the right rhythm and you'll speed along the track; get out of step, and bob's your monkhouse, you're on the floor in a hail of chippings.

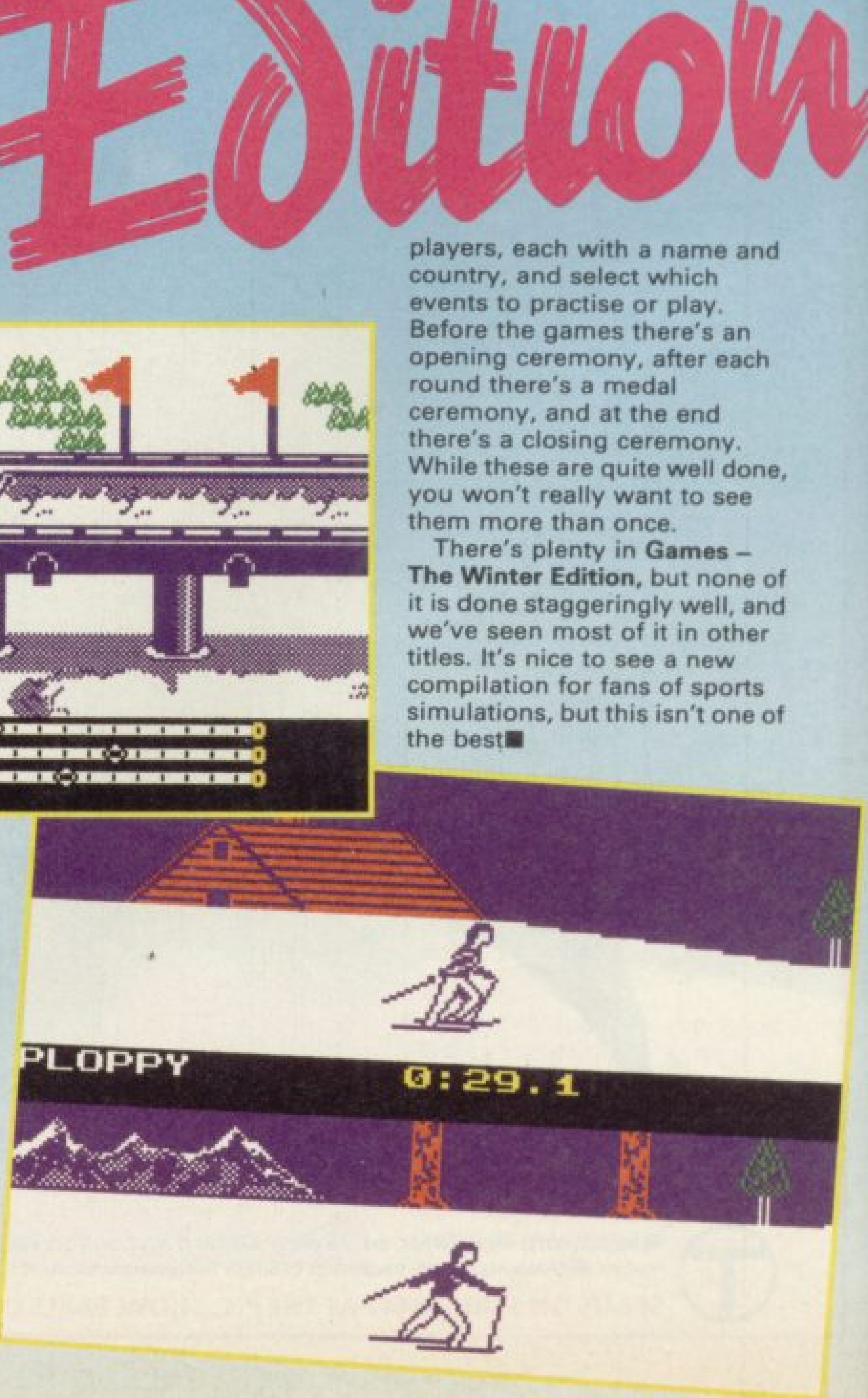
Slalom. Quite good fun; ski diagonally down the course, avoiding the flags. Unless, of course, you *want* to turn into a giant snowball.

You can choose up to eight players, each with a name and country, and select which events to practise or play. Before the games there's an opening ceremony, after each round there's a medal ceremony, and at the end there's a closing ceremony. While these are quite well done, you won't really want to see them more than once.

There's plenty in **Games – The Winter Edition**, but none of it is done staggeringly well, and we've seen most of it in other titles. It's nice to see a new compilation for fans of sports simulations, but this isn't one of the best■







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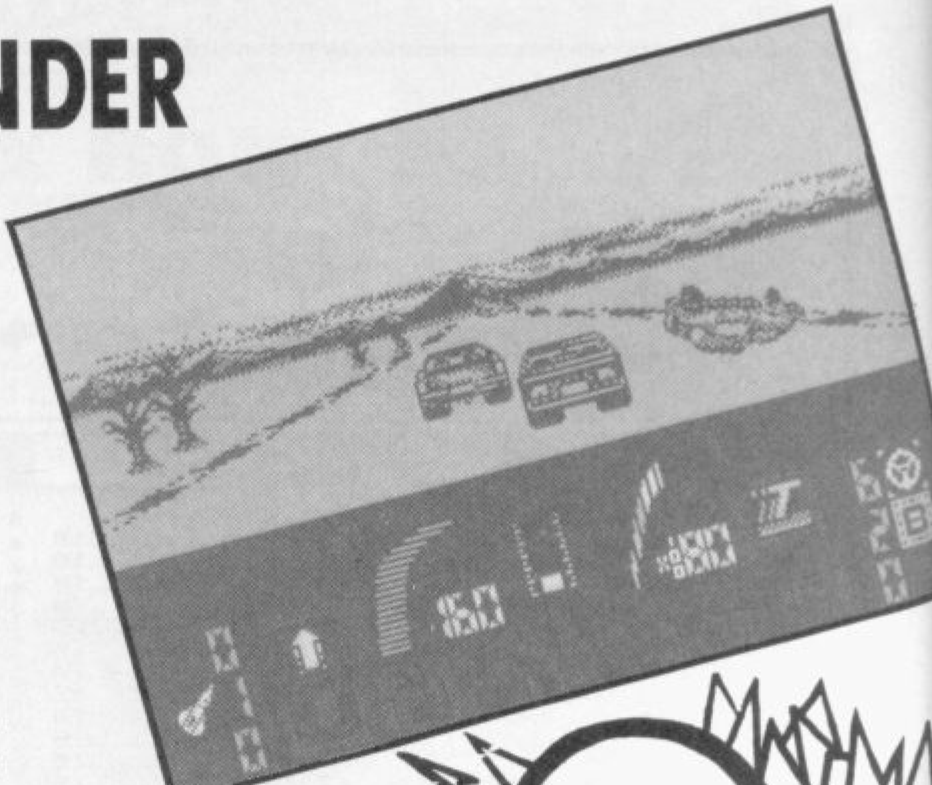
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OVERLANDER



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You can machine-gun them, rocket them or just run into them. Whatever method you choose it's going to be a messy trip.

Elite's *Overlander* is the sort of thing that driving instructors dread. By the end of a couple of games you're so hyped up and ready to run anyone off the road it's almost untrue. Just as well that you don't have to drive anywhere in order to get a copy.

Yup. You can obtain *Overlander* from the comfort of your armchiar, with the only exertion necessary being a trip to the local post office (or you can send your mum). By filling in the coupon below and sending it off to the guys at Elite, you can get your mitts on a copy of *Overlander* before you can say "look left, look right and keep looking while you cross". So get scribbling!■

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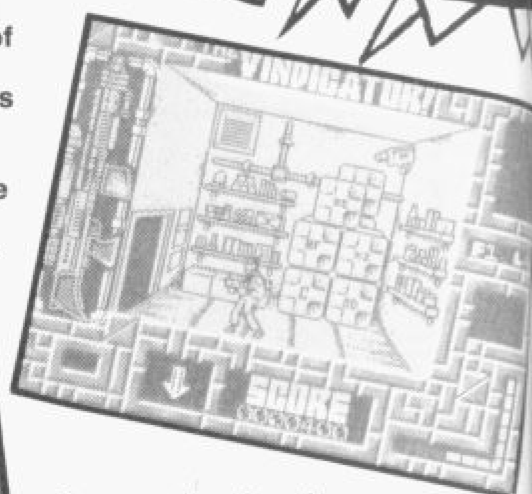
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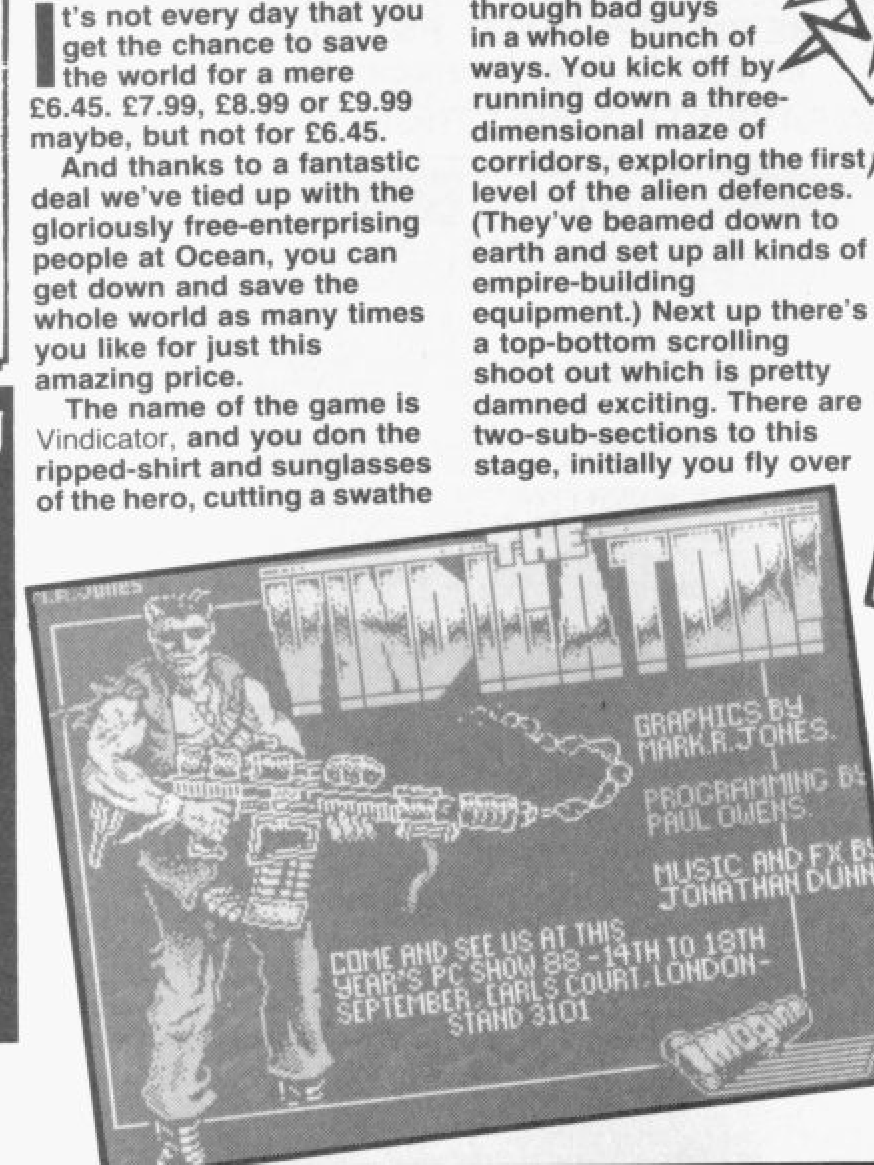
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And thanks to a fantastic deal we've tied up with the gloriously free-enterprising people at Ocean, you can get down and save the whole world as many times you like for just this amazing price.

The name of the game is Vindicator, and you don the ripped-shirt and sunglasses of the hero, cutting a swathe through bad guys in a whole bunch of ways. You kick off by running down a three-dimensional maze of corridors, exploring the first level of the alien defences. (They've beamed down to earth and set up all kinds of empire-building equipment.) Next up there's a top-bottom scrolling shoot out which is pretty damned exciting. There are two-sub-sections to this stage, initially you fly over





the area in a bomber, clearing the way for your second run in a jeep by bombing installations etc.

Finally you've got a side-on blast on a host of platforms and ladders.

It's all a damned good show, and if you clip the coupon you can be going in less than a month!■

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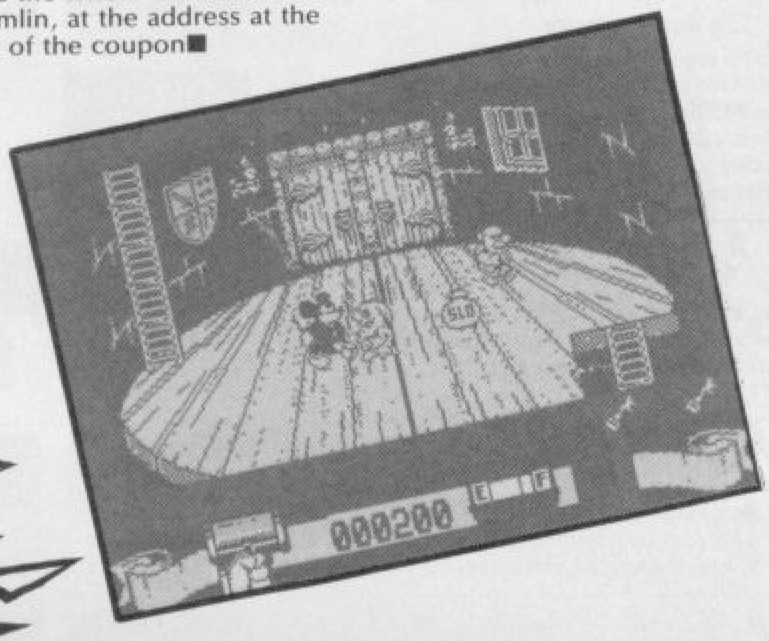
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MICKEY MOUSE

3

Everybody loves **Mickey Mouse** (Do they? TD) and now that there's a computer game of the lovable rodent, you can love him as much as you want. I know that most of you have to scrimp and save every penny for months on end just to buy the game of your favourite cartoon character, and we at SU care. Here, just for you, is a whopping great £1.50 off the usual £7.99. So, now you can help Mickey is his bid to save Disneyland as he climbs the many levels of Disneyland castle battling Ogres, Dragons and lost of other soft and lovable enemies. So now, all you have to do is stick £6.49 in an envelope (sticky folded piece of paper) along with the coupon here and your name and address, and send the whole caboodle off to Gremlin, at the address at the foot of the coupon■



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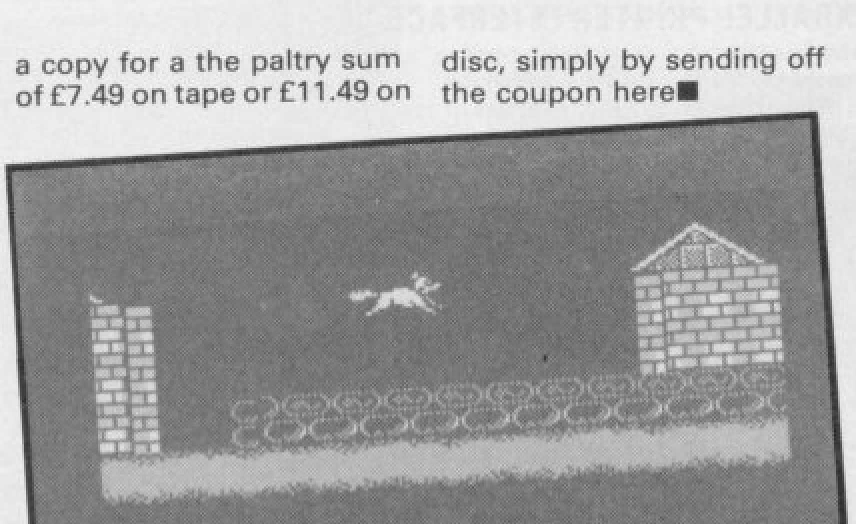
FOXX FIGHTS BACK

4

If you think that fox hunting is a pretty gruesome business; Think again. The mutilation of a helpless fox is nothing compared to the butchery that erupts when the fox finally flips out and get himself a machine gun and starts wasting beagles.

Mirrorsoft's newey is definitely not for the faint hearted or the dog lovers among the community. It's a sideways scrolling blast with machine guns, rocket launchers, mantraps, potholes, motorbikes and bombs.

And you can get yourself a copy for a the paltry sum of £7.49 on tape or £11.49 on disc, simply by sending off the coupon here■



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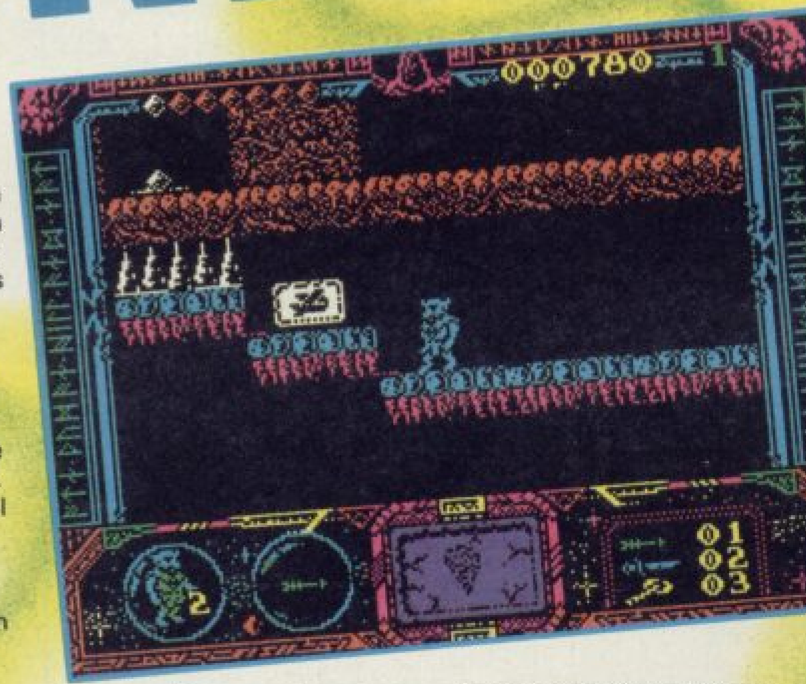
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SOLDIER OF FORTUNE



We've come to expect space-smashing shoot-'em-up mayhem from Graftgold, so it's a bit of a surprise that the latest effort is steeped in pixieness and things that go bong in the night.

Soldier of Fortune – lousy title, too similar to The Edge's **Soldier of Light** – is by David and Brendan O'Connor, rather than the familiar team of Steve Turner and Andrew Braybrook. It's a very, very, very traditional shoot-jump-collect exercise which initially looks uninteresting but which keeps you playing with a combination of tricky puzzles and the odd surprise.

I don't expect you want to hear the plot. You do? Oh, all right. The Zodiac Power Source has been destroyed by the meddling of the sorceror Krilys. The last of the good mages, Gorman, has disappeared after charging you, Sarnak, with the task of restoring the Source. Stranded in the mysterious Ebbledown Forest, Sarnak must use magic platforms, and avoid crumbling deathtraps in his quest to restore the Source. There. I bet you wish you hadn't asked.

In order to restore the Source you must construct four Elementals, and to construct each elemental you must find six sections of a map. Each map gives you access to a new area of the game through the teleporters, which look like large purple cabbages.

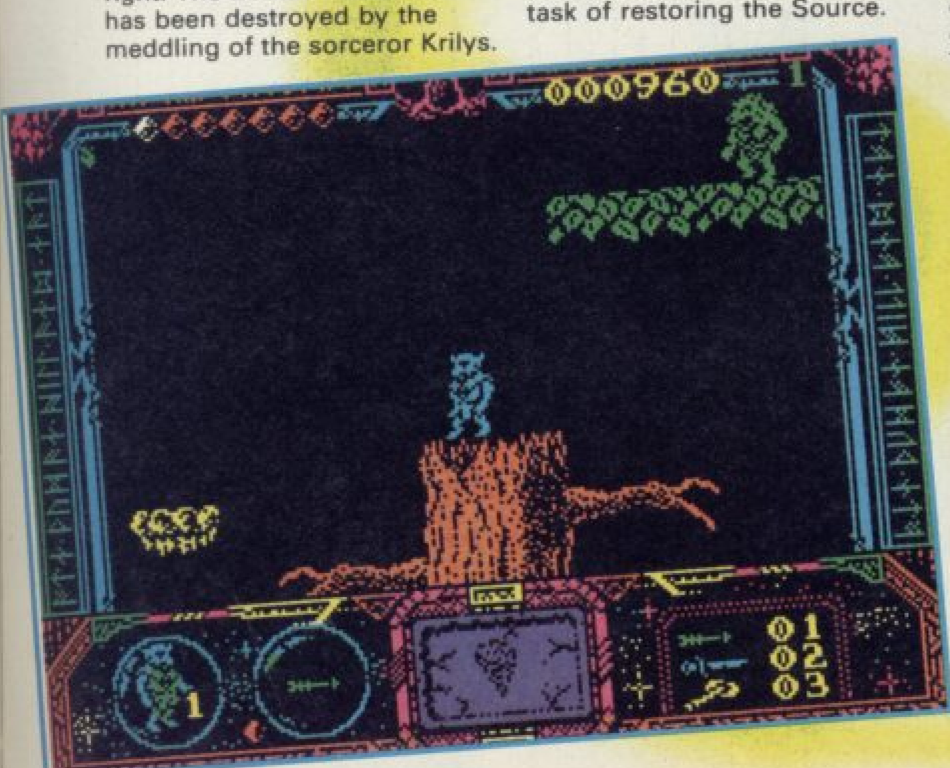
You start off with an arrow-firing weapon, and collect tokens along the way which eventually add up to a more powerful weapon; a knife or a flying hammer. You'll need these to ward off the flying boogies, shambling zombies, wood creatures and other monstrosities found in the woods and caverns.

You'll also come across the skeletons of fallen adventurers. Freeing each one earns you a bonus score and the eternal gratitude of a pile of bones.

To complete each region you must defeat its Guardian, which you can only do with the help of an elemental. Some of the portals are also closed to you unless you have assembled an elemental, so the moral of the tale is – find an elemental. Glowing crystals restore you life energy, and you can also gain an extra life by defeating a Guardian.

That's just about your lot, then. Once you've figured out how to time your leap on and off the moving platforms, avoid or shoot the monsters, find the bits and bobs and defeat the Guardians, everything's hunky dory.

While Steve Turner's music and sound effects are pretty good, the graphic design is unremarkable, and if it weren't for the fact that the animation is smooth and the gameplay tricky, **Soldier of Fortune** would be no better than the average budget platforms-and-ladders game. Give it a go by all means, but don't expect anything as stunning as previous Graftgold efforts like **Uridium** or **Magnetron**■



ARCADE REVIEW

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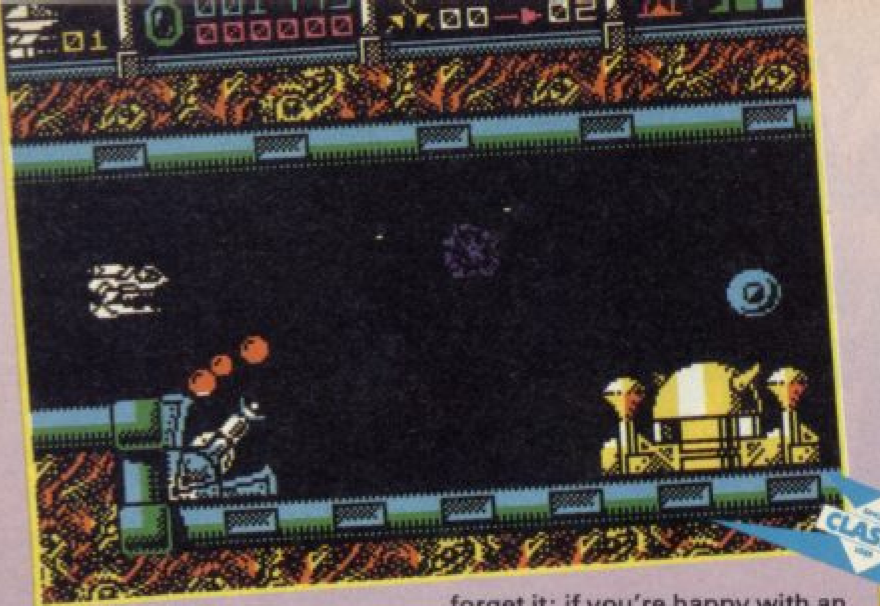
SOLDIER OF FORTUNE *Label:* ***Firebird***
Author: ***David and Brendan O'Connor***
Price: ***£7.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

Average arcade adventure with better gameplay than graphics

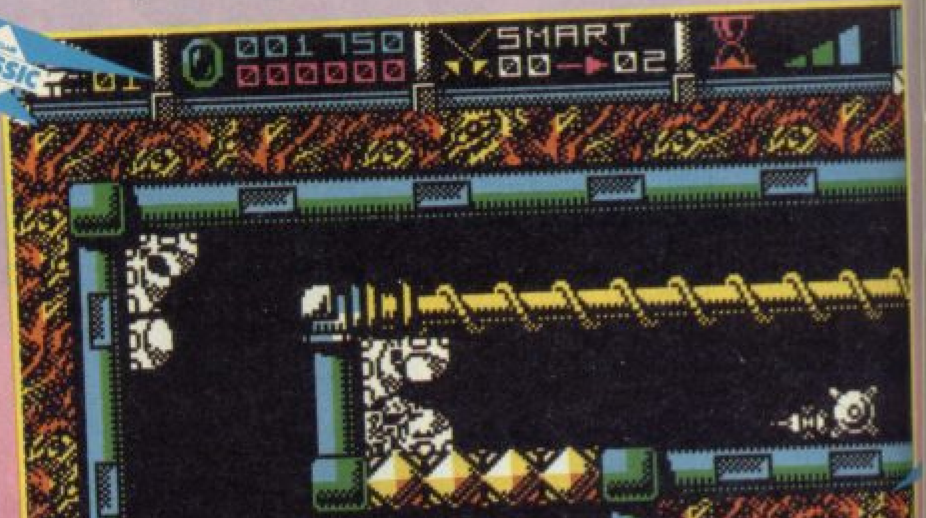
GRAPHICS	SOUND
59	69
68	67
PLAYABILITY	LAST ABILITY

Reviewer: Chris Jenkins

OVERALL **68**



CYBER



Attack of the sequel people! **Cybernoid 2** is nothing more or less than a remix of the impressive flip-screen blaster **Cybernoid**, by Raffaele Cecco. If you were expecting something completely new and original, forget it; if you're happy with an even bigger and better **Cybernoid**, you're going to be in Bliss City Wyoming.

Once again, you and your highly dangerous killing machine have been horribly offended by aliens who have stolen your luncheon vouchers or something equally insulting. You set out to massacre them regardless of your own personal safety, and along the way encounter numerous deathtraps, weapons systems and alien growths determined to blow you to bits.

As before, the animation and colouring are immaculate, with very little attribute clash, even in the most spectacular explosions. The background design is similar to Part One, but now the organic bits are even more slimy and horrendous, and the mechanical bits more threatening and futuristic.

The main differences lie in the weapon systems, which as

HINTS AND TIPS

- SMART BOMBS Simply smash everything on the screen, except the wall crawlers. Use with discretion; you'll need them to get through some of the trickier screens
- GUIDED MISSILES Seek and destroy large enemies, often helping you to find other weapons
- EDGE FOLLOWING BOMBS Particularly useful against the otherwise industructible wall-crawlers
- TIME BOMBS Leave them under major obstacles, stand well clear and wait for the bang

DUAL CYBERMACE Like the original cybermace, a spinning, smashing projective – except there are two of them

ALIEN SY

They're disgusting. They're slimy. They'll suck your brains out. No, they're not estate agents – they're the aliens in **Alien Syndrome**, one of the most eagerly-awaited coin-op conversions of recent months. It's here, and all things considered, it's pretty good. Of course, you aren't going to get a faithful version of the coin-op on the Spectrum; the colour's gone, the sampled sound effects have gone, but the action and the sliminess remain.

Set on a multi-level space station complex, each level of which is loaded separately from tape, the game involves more mindless blasting than you'll have seen since **Gauntlet**. The stations are infested with hideous alien life forms, and you must battle through them to rescue your ten comrades from each level. A time bomb has been set to destroy each level, so don't mess about.

You can choose to play either a hunky man, Rick, or a curvaceous bimbo, Mary, though this doesn't make any difference to the gameplay. There's also a two-player mode where both characters can compete, but you must be careful not to shoot your comrade.

The huge playing areas are shown in a sort of flip-scroll display which works quite nicely. Around each complex are dotted map displays, which show the general layout of the complex, your position and those of your comrades; and lockers containing alternative weapons. Once you have rescued ten of your friends, you can make your way to the exit at the top of the screen. That's when things start getting *really*

ARCADE REVIEW

FAX BOX

ALIEN SYNDROME *Label:* ***The Edge*** *Author:* ***Pamela Roberts*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
65	52
89	91
PLAYABILITY	LAST ABILITY

Exciting and stomach-churning; a fast-moving coin-op conversion

Reviewer:

OVERALL **89**

10 20 30 40 50 60 70 80 90



NOID 2

ARCADE REVIEW

FAX BOX

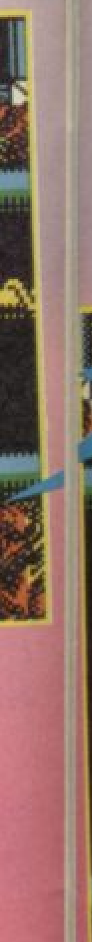
CYBERNOID 2 *Label:* ***Hewson*** *Author:* ***Rafaele Cecco*** *Price:* ***£7.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
88	79
92	90
PLAYABILITY	LAST ABILITY

Excellent follow-up to a fine original shoot-'em-up

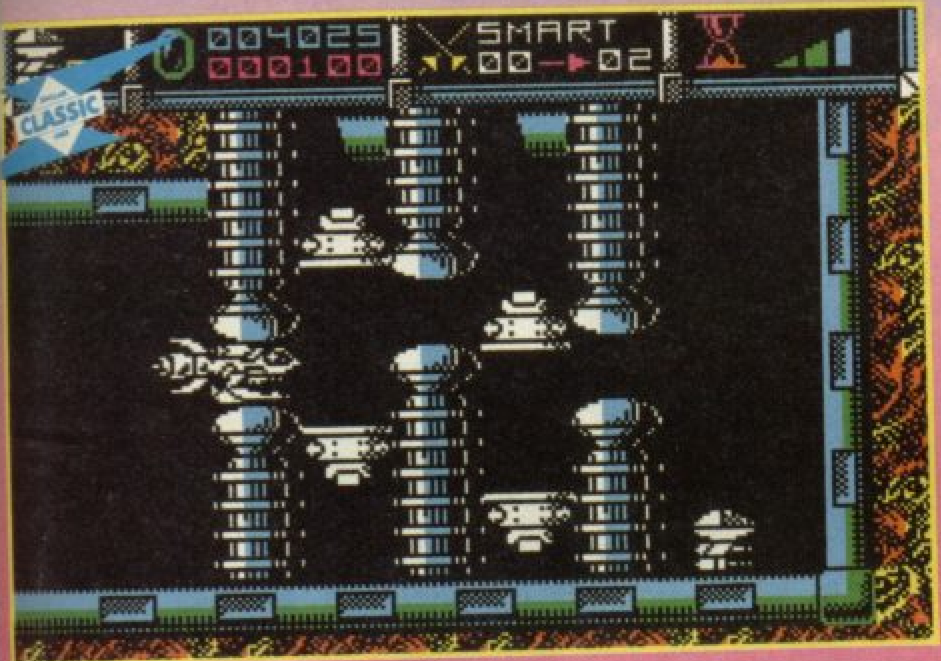
Reviewer:

OVERALL **92**



before are discovered by destroying major enemy installations. You still have a limited number of smart bombs which will destroy everything on the screen, and shields which last for a short period and will see you through the most frightening hails of fire.

You'll find, though, that the aliens have become tougher too, probably enraged by the last trouncing you gave them. New threats include guided missiles which drop from the roof, homing in on you with speed and accuracy; pod emplacements which explode into a hail of small projectiles; ramrods which crush you against the wall or ceiling; gravity traps which pull you to your inevitable doom; and horrible caterpillar-like aliens which follow you around the edges of the rooms, trying to squash you in the narrow corridors.



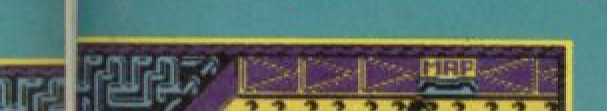
Rather than the straightforward chamber-after-chamber approach of **Cybernoid 1**, the new game offers alternative exits from some chambers, so you don't have to play the rooms in the same order each time. There are also horizontal "lifts" which transfer you from one section to another.

Your new super-dooper spaceship boasts an even sleeker, sexier design than the original, but you'll be pleased to hear that the old war-horse turns up as an additional weapon, a probe which follows you around guarding your back.

Faultless arcade entertainment, then, not much in the way of originality but the state of the art in shoot-'em-ups■



NDROME





disgusting.

The inter-level guardians are the most obscene masses of quivering protoplasm you've ever seen; crosses between insects, foetuses and blancmanges which spurt boiling phlegm at you. If you can do it without gagging, concentrate your fire on them as they slop around. When they explode, watch out for the flying limbs; they're still deadly and must be shot or avoided. After that you get a bonus according to your speed and efficiency, and a prompt to load the next level.

Each level is of a different type; on some, you have narrow causeways, on others, complex corridors. The aliens change too; on level one, squirmy maggots which sit up and spit at you; level two, boiling pits of hammer-headed monstrosities.

It's simple and straightforward, and it's non-stop blasting. If you like **Gauntlet** you'll like this, but in my opinion it's even better; true, there are hordes of aliens, but each one forms an individual target, rather than them merging into a boring mass. Great pukey fun■

WEAPONS

SHOT BLASTER – your basic weapon, fast-firing but with limited range. Trade it in as soon as you can.

BOMB – wider range of destruction, but still limited range. Most useful in wide open areas

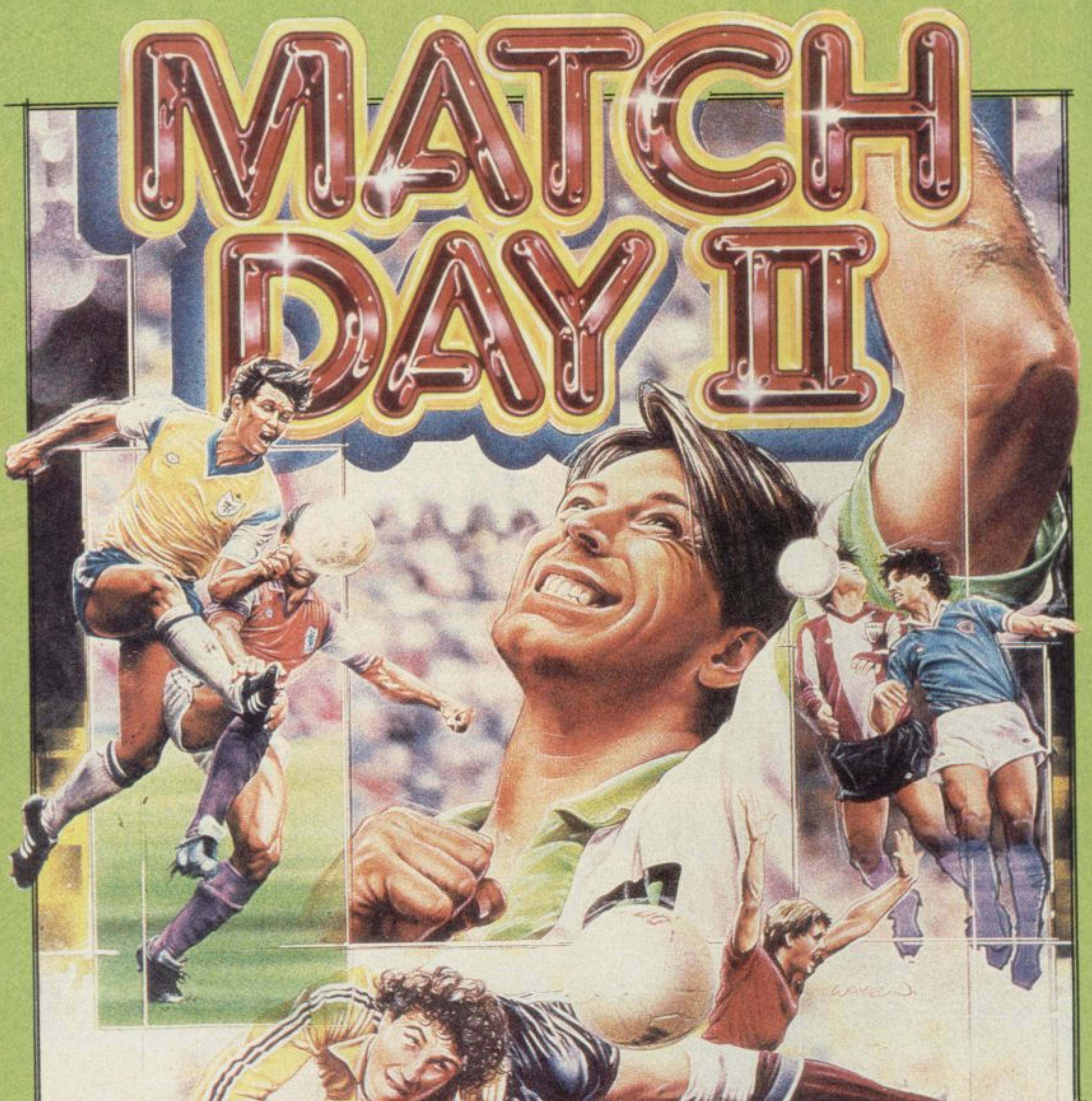
FLAME THROWER – good fun but not very efficient; good for close range work only

FIREBALL – almost totally useless. Worse than the Shot Blaster

OPTION – a protective droid which follows you around guarding your back. Dead useful and can be used in conjunction with other weapons

LASER – the business! Long range, very destructive, ideal for use against end-of-level guardians. Get it and hang on to it

- Keep moving. The aliens shoot at your current position, so if you stand still you'll get dead. Fire all the time – you can't hurt your friends.
- Use diagonals. Most of the aliens only shoot horizontally or vertically, so a slanting attack will catch them by surprise
- For bonus points, try to rescue more than the minimum number of your pals; but keep an eye on the timer
- When you destroy a level guardian, don't stand still or the bits will get you. Keep shooting
- Steer carefully on the causeways – one wrong step and you'll plunge to oblivion



'AT LAST'

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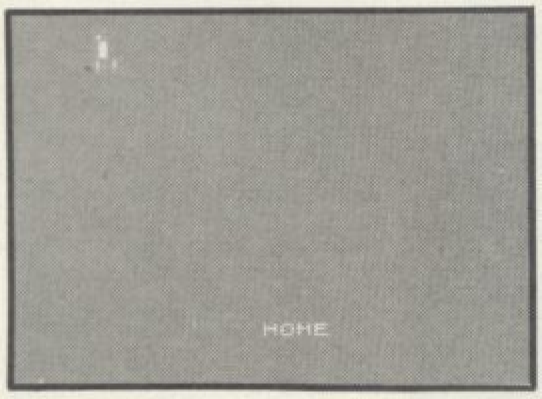
Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

WORST GAMES UPDATE!

Ugh! No! Help! They're going to get me! There's so many of them! Aaargh! Those were the last words of one of our little work experience persons as they stumbled upon the SU postroom and was promptly swallowed up by the mountain of entries for the **Worst Game In the World** compo. We at SU would like to thank you, the readers, for participating so enthusiastically. We have been appalled and sickened by the extremely low standard of software flooding our doorstep and darkening our doorways. For example, we've thrown upviolently over...

Billy and his Purple Flares

Bill bought some flares for 20p at a secondhand store and was taunted and jeered at ever since. Guide him home avoiding the landmines and nasty throat-slitting maniacs. Features full colour large flickering blocks and small yellow blobs.

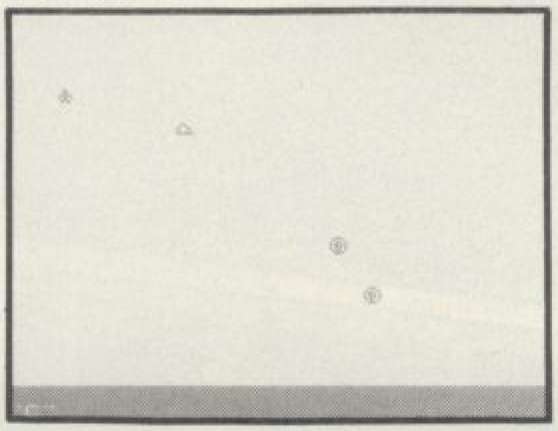


Watch da ankle swingers!

Then we laughed at...

Dillon's Cap Caper

Our lovable, cute, masculine, muscly, handsome and extremely popular contributer's hat has blown off in the wind (Phwurr). Guide Dillon around the screen, laughing with joy as he flaps his arms like a demented scarecrow when he walks.

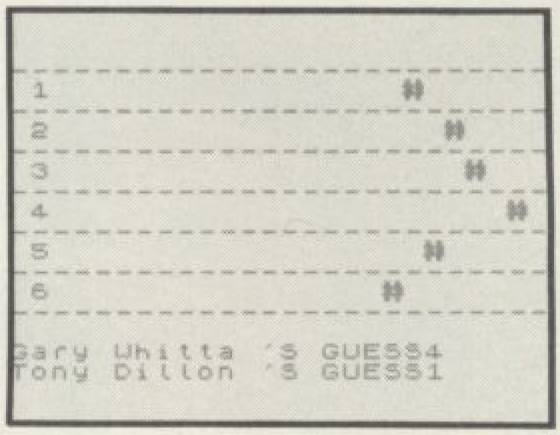


Gasp at the masculine form of the Dildoid himself!

After that, we put our heads together and worked out complex probabilities when we played...

Grand Prix

6 cars in the race, only one can win. **WILL YOU PICK THE RIGHT ONE?** Two players can play simultaneously in this game which features high speed colour graphics and depth of gameplay that wouldn't drown a gnat.

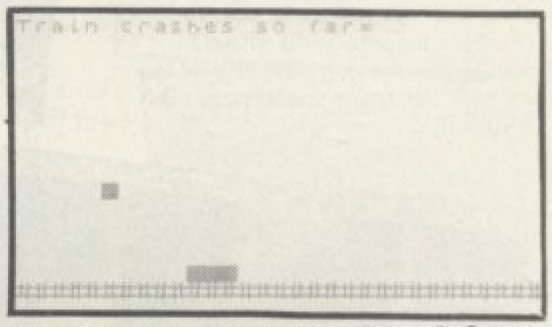


Smell that oil! Burn that rubber!

Then we screamed at the sheer human tragedy of...

Pro Train Crash Simulator

Laugh with delight as you guide your train along the long, torturous track, being careful to get in the correct position to smash into those shiny black cars. Gory graphics and a thrill level never seen before make this game a must for your dustbin.



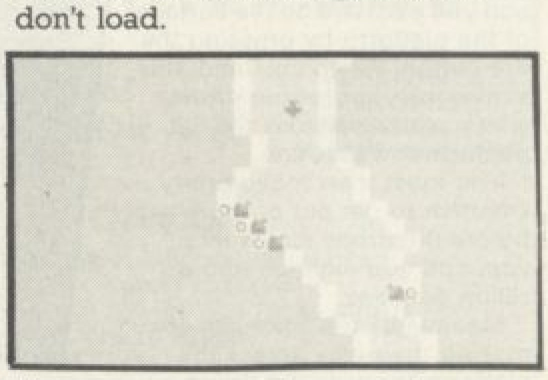
Hear that metal wrench and them people scream!

Finally we took the daring dambusters raid in...

1944

The year after the year after. Fly your plane down Devil's Canyon itself in a daring raid to bomb the enemy bridge. Watch that flak. Aim that bomb. Golly I'm almost excited. Oh it's alright, it was just a bit of a dodgy tummy...

If you think you can do even worse than these. Then what are you waiting for? Get them entries in the post. But be quick, you've only got until 26th September. Please make them playable. Any game we have to debug is instantly disqualified. Sames goes for games that don't load.



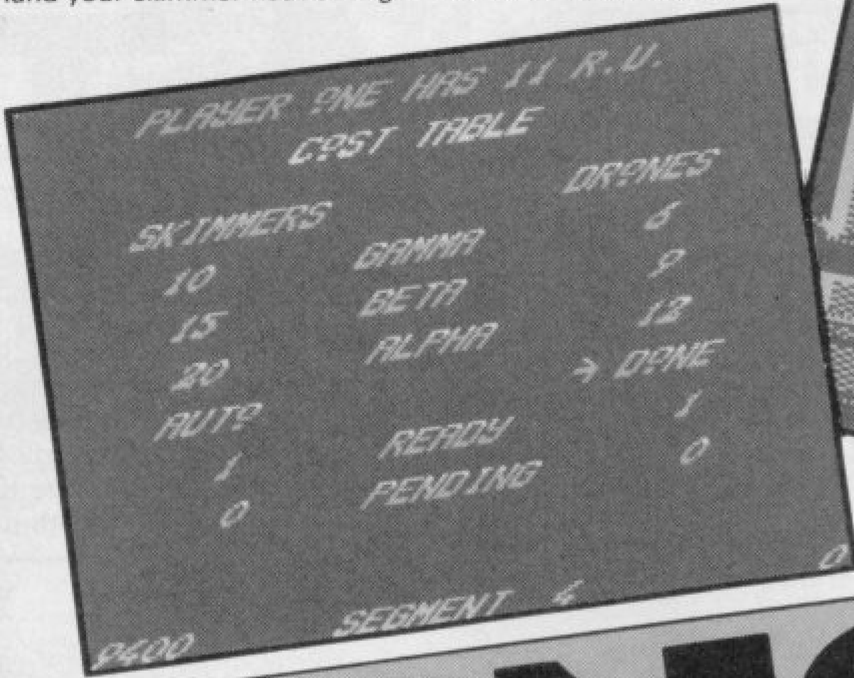
Weave your way through the ever closing canyon walls!

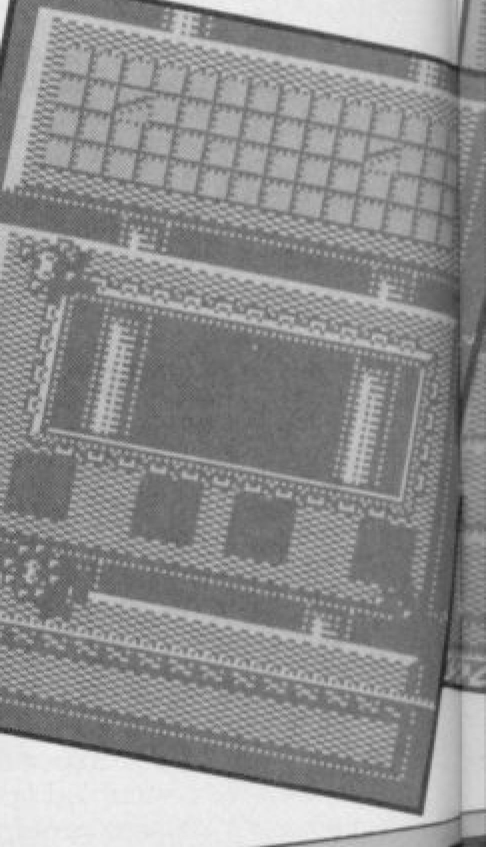
WE WANT EVEN WORSE BEFORE PUTTING IT ON THE MEGATAPE!

Whatever has that lovely, lovely Andrew Braybrook been up to since his last effort, **Morpheus**, failed to appear on the Spectrum? Well, he's been working on **Intensity**, and now it's finished, and, er, this is a bit of a problem.

The problem is that while I can see exactly what he was trying to do, and while some of the fluffy bunnies at **SU** think it's a jolly good game, and while it's full of spiffy programming and nice things, I just don't think it adds up to a fun experience. The basic problem is that it seems to have been designed by deciding to take things out, rather than to put things in.

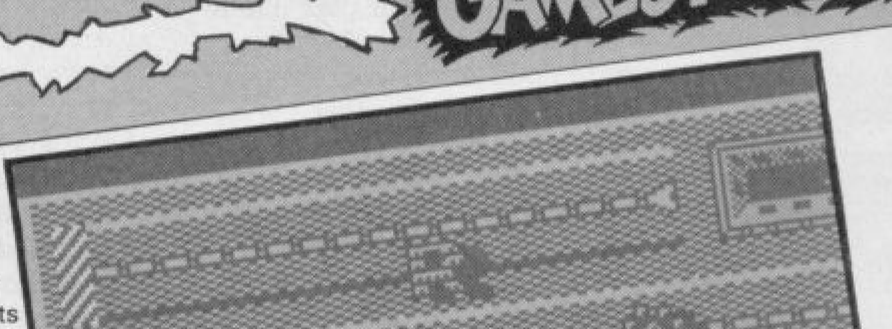
Though the background graphics look very much like those of the marvellous **Uridium**, the first thing to bear in mind is that they DON'T SCROLL. What? A non-scrolling shoot-'em-up? Inconceivable! And there's worse to come. There's no shooting either! While you have a nice cup of tea to recover from the shock, I'll explain.





INTENSIT

GamesReview



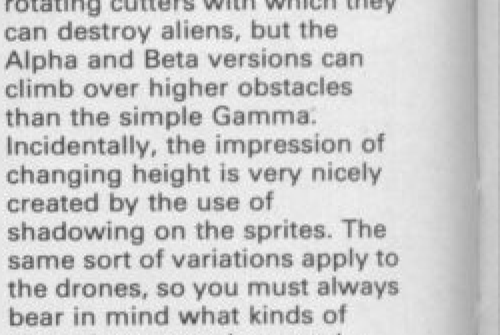
The plot hinges around a development of a control system from **Morpheus**. Your task is to pilot a skimmer and its rescue drone, lifting colonists from a series of space platforms besieged by aliens. Your skimmer moves in a circular manner under joystick control, and you can land on the surface of the platform by pressing the fire button. When you land, this summons your rescue drone, which whizzes across the platform towards you.

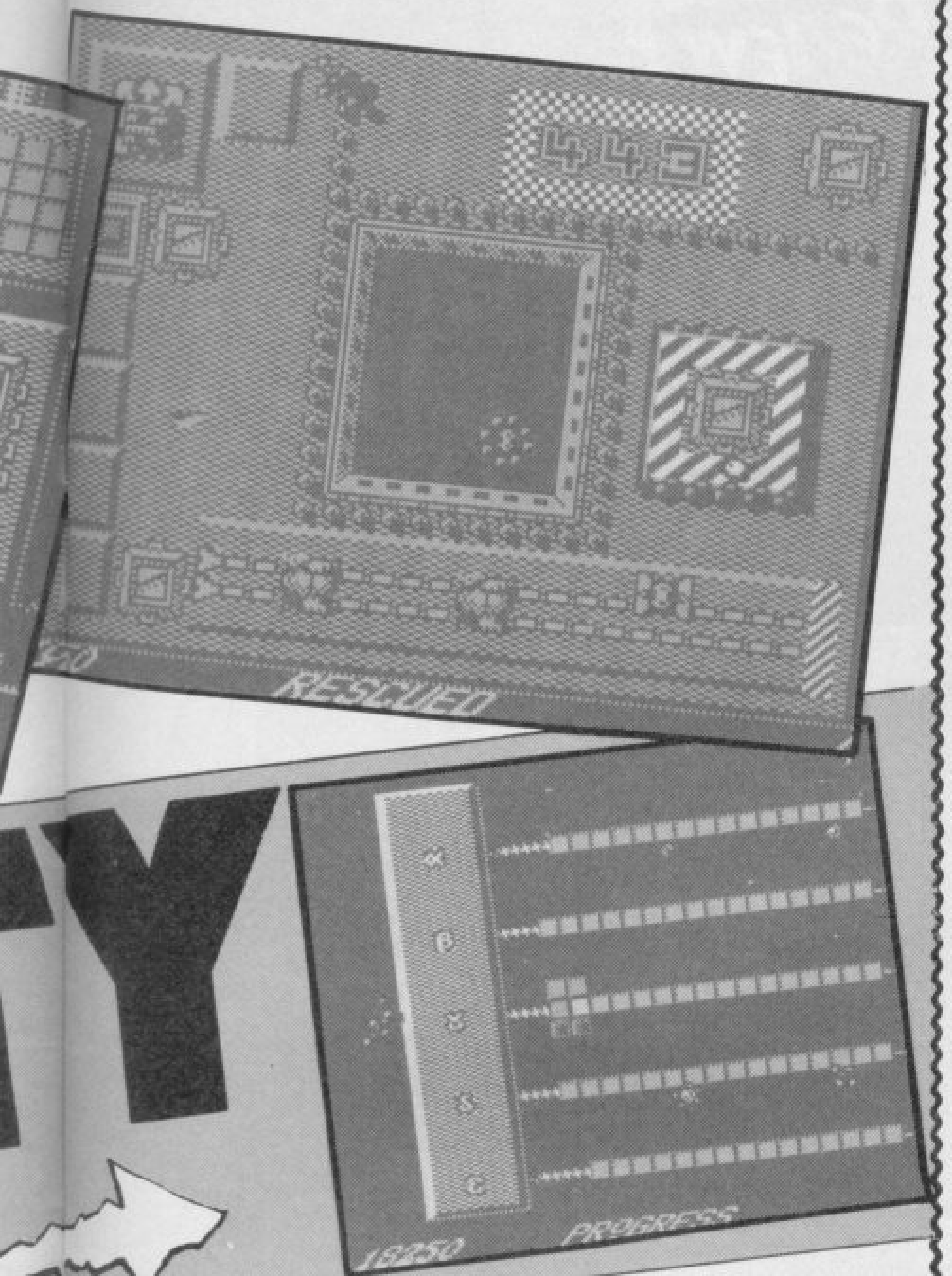
You must then move pretty smartish to get out of the way before the drone slams into you, and you explode into a zillion particles.

Meanwhile the colonists are making their way across the platform towards the drone. They appear as small spheres, and the aliens attack them as they run. You must use your skimmer to intercept the aliens, otherwise they will cause the colonists to mutate into human bombs. Get one of these in your drone and it's goodnight viewers.

As you progress, the layout of the platforms becomes more complex, with more gaps, causeways and obstacles. It therefore becomes harder to land your skimmer near enough to the colonists for the drone to zoom in and rescue them. Once you have rescued all the colonists from each level, a flashing signal tells you that you can make for the take-off pad and fly to the next platform. By choosing different pads, you can choose different routes through the maze of platforms. Rather than having to complete every single platform, all you have to do is pick a path from one side of the grid to the other. A status screen between levels shows you where you are.

Of course, it's more complicated than that. For a start, there are different types of drones and skimmers. By picking up flying **R** symbols you accumulate credit which allow you to select better equipment on the purchase screen. All the skimmers are armed with rotating cutters with which they can destroy aliens, but the Alpha and Beta versions can climb over higher obstacles than the simple Gamma. Incidentally, the impression of changing height is very nicely created by the use of shadowing on the sprites. The same sort of variations apply to the drones, so you must always bear in mind what kinds of obstacles can and cannot be negotiated. Sometimes you have to land and "call" a drone several times to steer it around obstacles. The danger here is that alien Trackers will home in





on you if you stay on the surface too long. Other aliens include Spores, which are easy to destroy if you get them before they touch down; Stalkers, which can leap small gaps; Podules, which are intermediate stages between Stalkers and Trackers, and are vulnerable for a short time; and Nuclons, which are dangerous fireballs resulting from a stalker catching a colonist. They will destroy or downgrade your ships if they hit them, as will the Trackers.

In the buying phase the cost of new vehicles is shown in RUs (Resource Units) and you can order as many vehicles as you can pay for. There's an "auto" option which recommends a best buy, but the better the equipment, the longer it takes to be constructed. So, what do we end up with? A fast-moving, cleverly programmed and complex game, with an original plot, fine touches and a polished appearance. But, **Uridium** it's not■

ARCADE REVIEW

FAX BOX

INTENSITY *Label:* ***Firebird*** *Author:* ***Steve Turner*** *Price:* ***£7.95*** *Memory:* ***48K/128K***
Joystick: ***various***

GRAPHICS	SOUND
89	88
68	57
PLAYABILITY	LAST ABILITY

Clever, fast-moving but oddly unsatisfying space epic

Reviewer:

OVERALL **64**

GAMES REVIEW

Confucius, he say, if it's a success, do a sequel. If that goes down a treat, do another one, bung 'em on a compilation and watch the dosh roll in. Access have followed this golden rule with the **Leaderboard** series of games, and if you're a golf simulation fan, then it's certainly one to go for.

Par 3 contains **Leaderboard, Leaderboard Tournament** and **World Class Leaderboard,** all resplendent in a 2 disc or 2 cassette package. Not to mention some astonishingly sexy packaging! Not only do you get 12 exciting course, but a free-standing hole guide, a score card (rather like those little bits of paper you used to get in Cluedo sets) and something called a club length chart, which is deeply fascinating, if a little incomprehensible.

Well, we've seen it all before certainly, but if you're one of the ones who's dreadfully far behind the rest of us, and you've not got your grubby little paws on a copy of any of the **Leaderboard** games, take a look at **Par 3**. These have got to be among the best golf simulations of all time, and all three of 'em at this price, it's well worth a butchers■



ARCADE REVIEW

FAX BOX

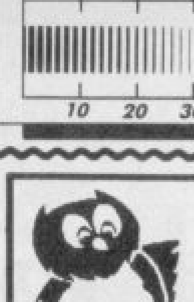
PAR 3 *Label:* ***Access*** *Author:* ***In-house***
Price: ***£14.99/£19.99*** *Memory:* ***48K/128K***
Joystick: ***various***

GRAPHICS	SOUND
75	N/A
87	89
PLAYABILITY	LAST ABILITY

Jolly decent compilation, great guff for golf fans

Reviewer: Tamara Howard

OVERALL **85**



COMPUTER-WIZE

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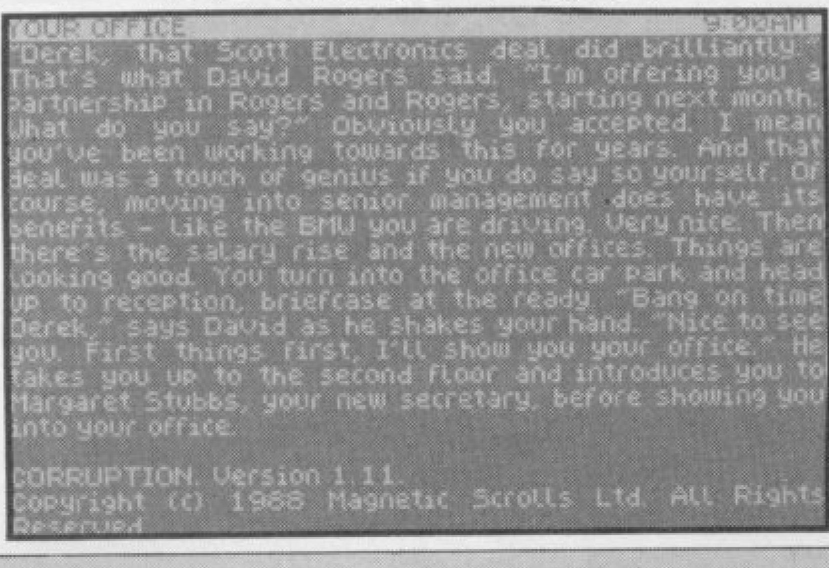
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Following hot on the heels of **Jinxter** comes **Corruption,** a very different sort of adventure to the normal offerings from Magnetic Scrolls.

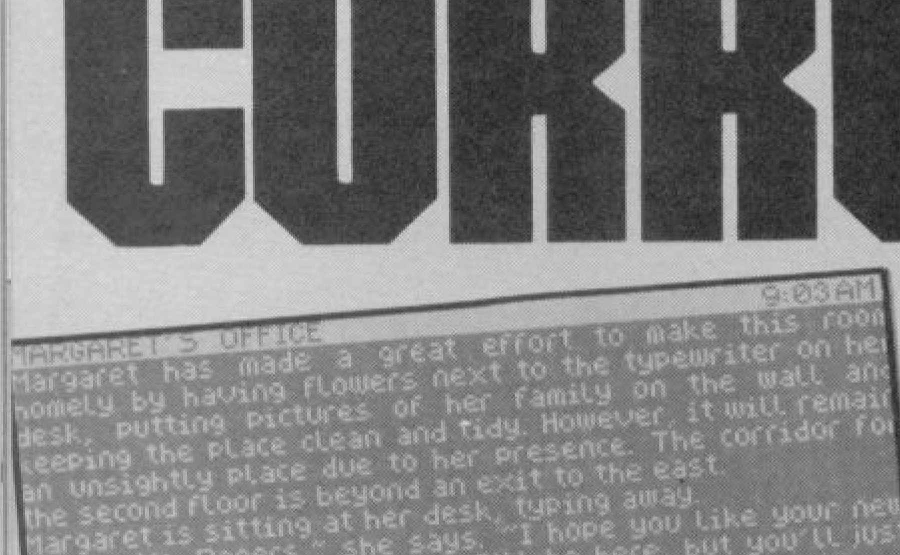
The packaging, as we have come to expect from Rainbird, is excellent, consisting of a casino chip and a cassette containing dialogue and music which needs to be played at a certain stage of the game. You also get a diary/address book and a gameplay manual which contains the ultimate Gambler's Guide and Business Entertainment Guide, together

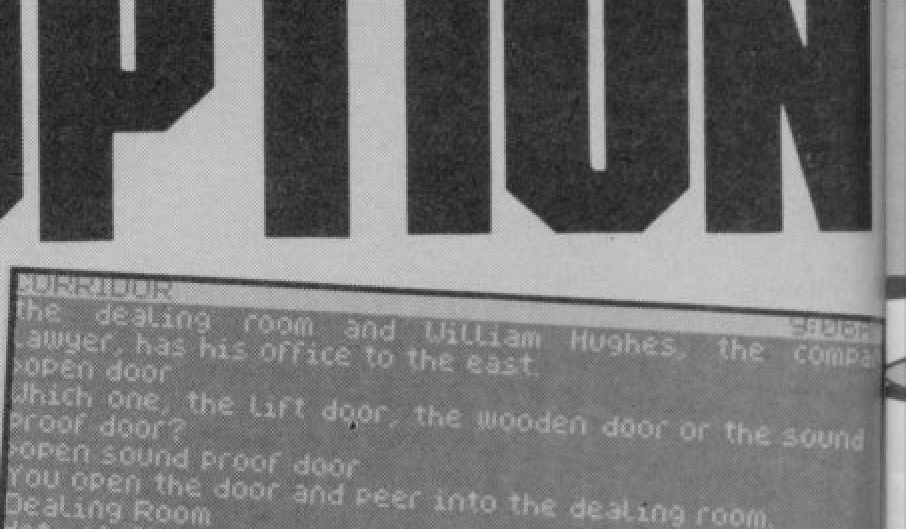


partner, David, seems like a really nice guy, so why do The Serious Fraud Office want to intérview him? And why does your wife send him perfumed letters which he gets his secretary to bung in the shredding machine? The only way to find out is to ask a lot of questions and go snooping.

The only thing that annoyed me in this game was the fact that other people would go to the toilet and presumably manage to perform their bodily functions before flushing, but I was not allowed to do so! Maybe I couldn't find the

CORRUPTION





with the usual Cypheric Help section.

Corruption features all the usual game commands with full sentences input and many abbreviations for the most commonly used words.

This adventure is set in the modern day world of high finance, your partner has framed you and you must prove your innocence.

So, how do you go about playing the game? You must 'interact' with all the characters that you meet during your exploration of the game world. Don't forget to listen to other people's conversations for example!

The game is played in real time and a quick glance in your diary at the beginning of the game will show you that you are meeting your wife for lunch, so make sure you turn up on time. But you have plenty to do before then, and lots of questions to ask.

Your secretary is the most unobliging person you could ever hope to meet, and you begin to wonder if she is there to help or to hinder. Your

correct input, but there can't be that many alternatives to the words I know! Even after I ended up in the hospital, through my own carelessness whilst crossing the road, the nurse wouldn't oblige with a bed pan. (Are you sure this isn't just a personal problem? – GT).

Apart from that one little niggle though, this game is good. The text is well written, the characters are very realistic and the storyline is believable.

Corruption is different from normal adventures as it depends more on the gathering and correlating of information than puzzle solving. In time, though you'll be able to find out the answers to all the quesitons except one. Why can't I use the loo?■

ARCADE REVIEW

FAX BOX

CORRUPTION *Label:* ***Rainbird*** *Author:* ***Magnetic Scrolls*** *Price:* ***£15.95*** *Memory:* ***128K (disc)*** *Joystick:* ***none***

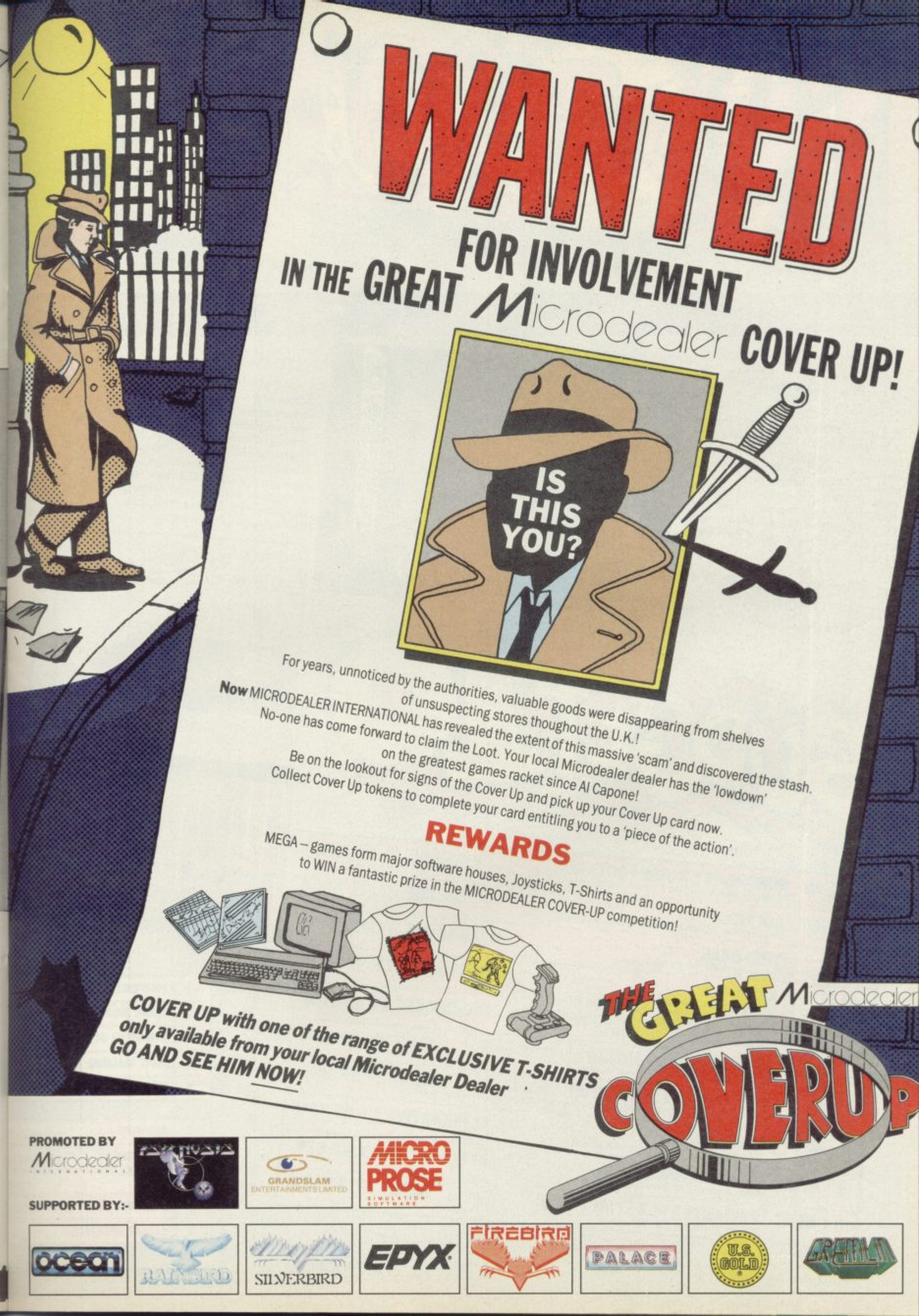
Super interaction with charcters. Absorbing and realistic game world!

Reviewer: Sandra Sharkey

GRAPHICS	SOUND
N/A	N/A
87	92
PLAYABILITY	LAST ABILITY

OVERALL **90**

10 20 30 40 50 60 70 80 90


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SU CHARTS

CHART COMMENT BUDGET

New entries a go go! No less than 6 in the top ten, and one of them was straight in at number one. If you keep the Charts moving at this rate, we won't be able to keep up with you and we'll have to start making up the comments underneath the games. Nice to see that Soccer Boss is out of the Chart at last.



IN THE TOP SLOT: 5 A SIDE EUROPEAN FOOTBALL ▶

HOT BUDGET

Look out for Battleships from Encore – the game which makes pieces of paper and a pen redundant. Utterly pointless, but pretty good fun. The very peculiar POD from Mastertronic is also in the running for Chart stardom, a game that's ridiculously simple, the graphics are dreadful, but it's outrageously addictive.



▲ HOT: BATTLESHIPS



▲ HOT: POD

BUDGET 10

1	NEW!	**EUROPEAN 5 A SIDE FOOTBALL** Good, but not as good as it could have been	FIREBIRD £1.99 70%
2	NEW!	**AIR WOLF** Re-release of fiendishly difficult arcade adventure	ENCORE £1.99 79%
3	(3)	**YOGI BEAR** Cutesy-wootsey Piranha re-release	ALTERNATIVE £1.99 70%
4	(1)	**ACE** High quality combat flight simulation	GAMEBUSTERS £2.99 78%
5	(4)	**GHOSTBUSTERS** Re-release of a not very hot budget title	RICOCHET £1.99 70%
6	NEW!	**FRANK BRUNO'S BOXING** Unusual fight simulation, another re-release	ELITE £1.99 82%
7	(6)	**BEACH BUGGY SIMULATOR** Not a simulation at all. More like a dopey left-right car game with dodgy graphics	FIREBIRD £1.99 60%
8	NEW!	**BALL DRIVER** Reasonable arcade adventure with an odd theme	ALTERNATIVE £1.99 78%
9	NEW!	**ROCKY HORROR SHOW** Pretty dreadful CRL transvestite adventure	ALTERNATIVE £1.99 57%
10	NEW!	**SAMANTHA FOX STRIP POKER** Sammy on the Speccy! Bizarre	REACT £1.99 69%

1	FOOTBALL MANAGER 2	AD
2	FRANK BRUNO'S BOXING	EN
3	SAMANTHA FOX STRIP POKER	RE
4	FRUIT MACHINE SIMULATOR	CO
5	STEVE DAVIS SNOOKER	BL

1	AIR WOLF	AL
2	YOGI BEAR	AL
3	ACE	RE
4	GHOSTBUSTERS	MA
5	TARGET RENEGADE	IM

SINCLAIR USER

FULL PRICE 20

COMPILED FOR SINCLAIR USER BY GALLUP

1	(1)	**FOOTBALL MANAGER II** An improvement on the legendary game, plays brilliantly	ADDICTIVE £9.99 94%
2	(2)	**TARGET RENEGADE** Fast, exciting and terribly wince making. Top notch	IMAGINE £7.95 92%
3	(3)	**OUTRUN** As close to the original as anyone could expect	US GOLD £8.99 80%
4	NEW!	**DARK SIDE** Excellent large scale 3-D adventure – unmissable	INCENTIVE £9.95 90%
5	(12)	**BIONIC COMMANDO** Acceptable, though unexciting conversion	GO! £9.99 70%
6	(4)	**WE ARE THE CHAMPIONS** Excellent selection of surprisingly recent hits	OCEAN £9.99 90%
7	(5)	**BUGGY BOY** Graphically excellent roadrace, but lacks excitement sometimes	ELITE £9.95 80%
8	(6)	**MATCHDAY 2** A highly accurate football implementation	OCEAN £7.95 70%
9	(7)	**KONAMI'S ARCADE COLLECTION** 10 spiffy arcade conversions, some are a bit elderly though	IMAGINE £9.95 80%
10	NEW!	**WHERE TIME STOOD STILL** Spectacular and enjoyable 3-D arcade adventure (CLASSIC)	OCEAN £7.95 96%
11	(9)	**IKARI WARRIORS** Somewhat old-fashioned *Commando* clone, but good fun	ELITE £8.95 70%
12	(11)	**10 GREAT GAMES 2** Excellent compilation, don't wait 'till Christmas	GREMLIN £9.99 80%
13	(8)	**ACTION FORCE 2** Amazingly good game licence, combines originality with graphics excellence	VIRGIN £8.95 92%
14	(16)	**PLATOON** Six exciting mini-arcade games, one of Ocean's best	OCEAN £9.95 80%
15	(15)	**COMBAT SCHOOL** Can Ocean do no wrong? Another corker	OCEAN £7.95 90%
16	(10)	**SIX PAK III** Excellent selection of blasts from the past	ELITE £9.99 80%
17	(17)	**GUNSHIP** Highly impressive combat simulation. Enough action for non-simulation fans	MICROPROSE £9.95 90%
18	(18)	**NIGEL MANSELL'S GRAND PRIX** Graphically superb, but not especially exciting	MARTECH £9.99 70%
19	RE	**STAR WARS** Superb conversion of the coin-op	DOMARK £9.95 80%
20	RE	**CRAZY CARS** Closer to a fully working Golf GTi than USG's Ferrari with a puncture	TITUS £8.95 80%

HOT FULL PRICE

No, I've no intention of doing the song, you can take that as read, but Fred and Barney are lurking around outside the Top Twenty, the Flintstones may well make it in there yet. Look out, too, for Bard's Tale from Electronic Arts, a superior sort of adventure, much appreciated by the SU staff.



▲ HOT: FLINTSTONES



▲ HOT: BARD'S TALE

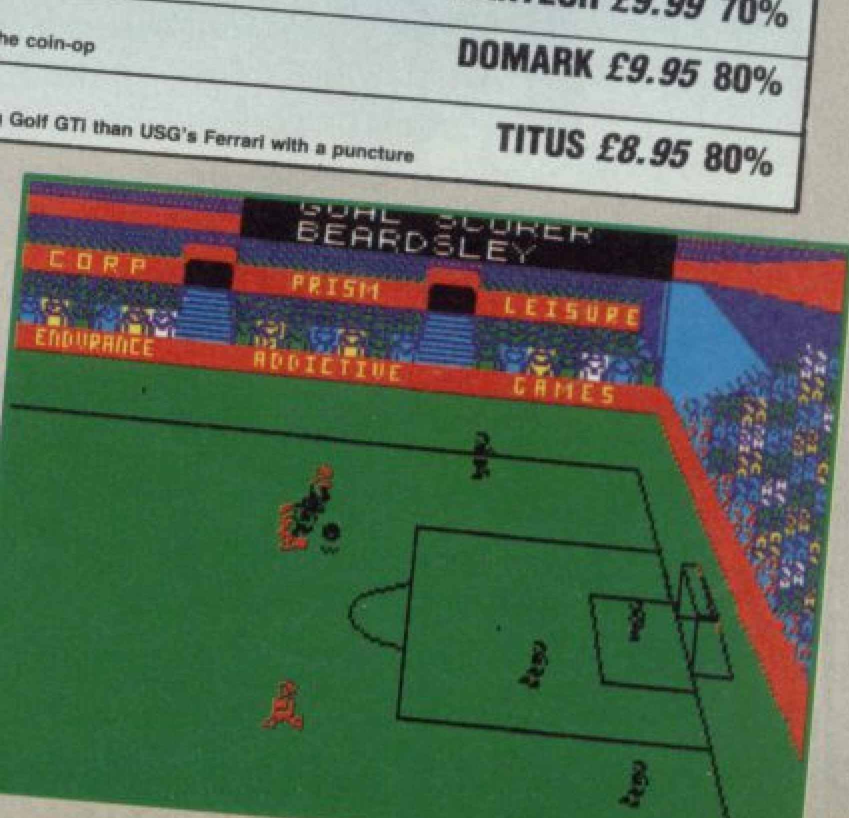
ADDICTIVE
ENCORE
OKER REACT
TOR CODE MASTERS
BLUE RIBBON
SIMULATION

ALTERNATIVE
ALTERNATIVE
REACT
MASTERTRONIC
IMAGINE
ARCADE

CHART COMMENT FULL PRICE

Nice too see that two games which we liked very much are straight into the Charts this month. Dark Side, from Incentive, is huge and techically impressive arcadey-adventurey-thingy. And Where Time Stood Still, reviewed last issue, is one of these games that you just can't afford to be without. Football Manager II is still in there at number one, and we can't say that we're awfully surprised by that either.

IN THE TOP SLOT: FOOTBALL MANAGER II ▶





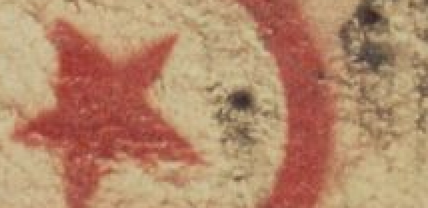
In the distant jungles of Central America, revolution is in the air. The government of the Democratic Republic of El Diablo has been brutally overthrown and the evil despot known only as Fernandez rules the land.

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image works





Atari ST screen shots **shown**

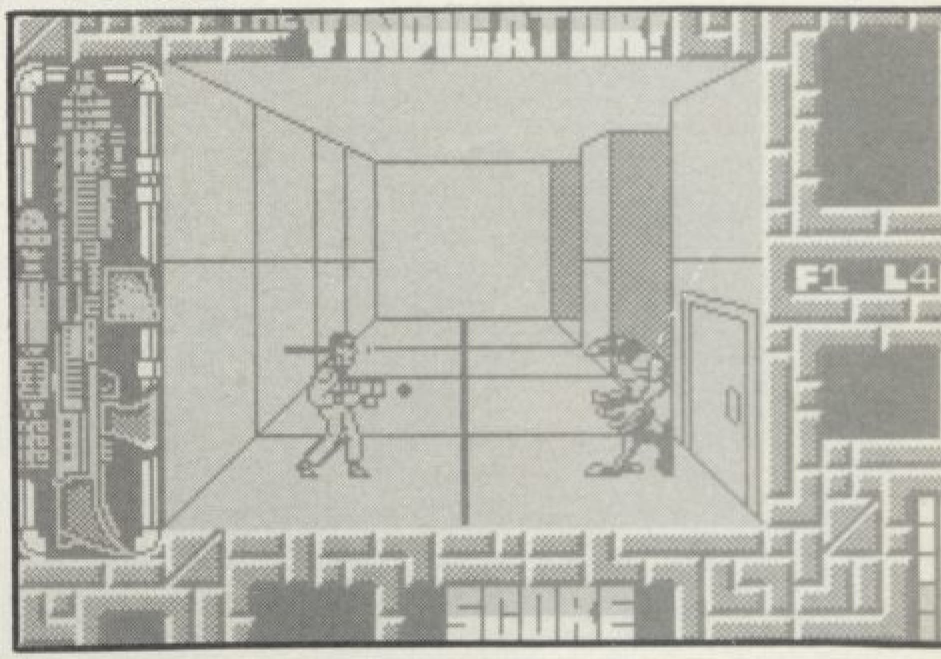
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After the incredible success of the amazingly wicked arcade conversion of **Green Beret**, it was only logical that a sequel had to be released, and it's finally here. Bert, after battling the invading ruskies in Bert I, is now faced with not a communist invasion, but an alien one. Apparently, you see, 'invaders from a distant star system have lain the Earth to waste'. Ooooh, sounds nasty.

First of all , you've got to find your way around the alien base. Set on 4 levels, each level is composed of a maze-like series of corridors and rooms. Viewed in 3-D, each corridor is made up of a number of box-like sections, and you can only move your character around the section he's currently in. As soon as he tries to move into an adjacent 'box', the game flips and the view changes appropriately. Occasionally at pockmarked fields and barns and scarecrows and things. Once you've flown the plane over the required amount of land, and then it's into a jeep to cover the rest of the way. While flying your plane, you are attacked by other planes, enemy kamikaze helicopters, and various watchtowers. This bit is easy, as the only way you can die is if you are shot down, and as the bullets are relatively slow, they are pretty easy to avoid.

The second bit, however (that jeep bit), is a little harder. Well impossible is what I really mean. You are attacked by tanks that you can only grenade and to launch a grenade, you have to press space, which means you have to take your hands off the joystick, and by the time your hand has returned, you've invariably been shot or just run over by one of the tanks. The fact that



there's nothing you can shoot with your bullets, is a bit odd, too. The enemy aren't the only hazardous bit of this section, either. If you don't drive carefully, you'll find yourself with a flat tyre, which totally mucks up your control.

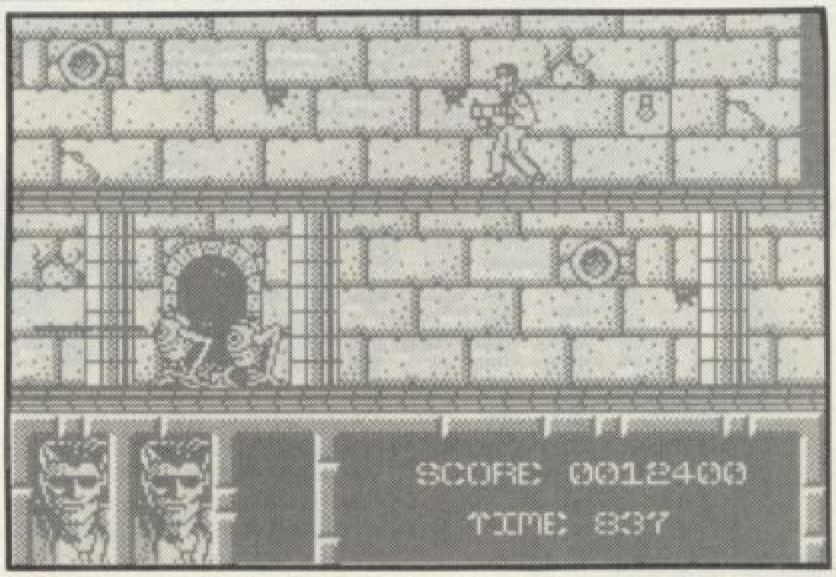
Once across the wasteland, it's into the lair of Gog. Before

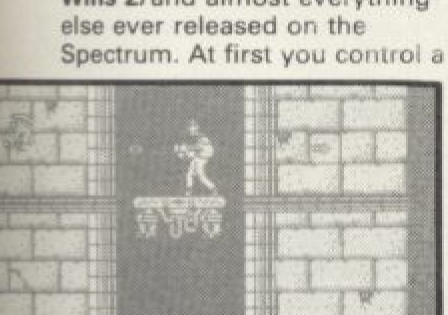
VINDICATOR

various points along the walls, you find doors.

Normally, an alien will spring from the doorway and either chase you frantically around the box you're in, or it'll just take a pot shot at you. Behind the doors are, not surprisingly, rooms, and it's in these rooms that you find goodies like extra ammunition extra oxygen, passes to give you access to the lifts and colour-coded computer cards. It's with these cards that you access the main computers on each level, which kindly give you maps of the level you're currently on, as well as the postions of the bomb pieces.

The second bit is done as vertically scrolling yellow and black thing, much along the lines of **Commado/Who Dares Wins 2/**and almost everything else ever released on the Spectrum. At first you control a





ARCADE REVIEW

FAX BOX

VINDICATOR *Label:* ***Imagine*** *Author:* ***Paul Owens, Mark Jones and Jon Dunn*** *Price:* ***£7.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
79	68
64	56
PLAYABILITY	LAST ABILITY

Disappointing sequel to one of the best games of last year.

Reviewer: Tony Dillon

OVERALL 62

10 20 30 40 50 60 70 80 90

plane in a daring raid over you can get to Gog, however, you have to work your way down into Hades itself. This is done as a side-view flip screen thingy. You are attacked by lots of little demon like creatures who throw fireballs and laserbolts in your direction. They are pretty easy to pick off, and only pose a problem when there's a lot on screen at once all approaching from different directions. To get to Gog, you have to get through the many levels, and this is done through a mixture of falling down holes and using the lifts dotted around here and there. Most of the time, however, you have to fall down trapdoors, and to fall down them, you have to open them. To open them, you have to find switches hidden at the ends of the platforms.

Graphics are large, well defined and can be said to do their job well enough.

Even so I can't help feeling incredibly disappointed with **Vindicator**. As a sequel to a wonder arcade conversion, it's a big letdown. As the hyped game it has become, it's more than a disappointment. What you get for your money is one incredibly tedious maze game, one pretty good shoot-'em-up and one average fall-down-the-holes type game■

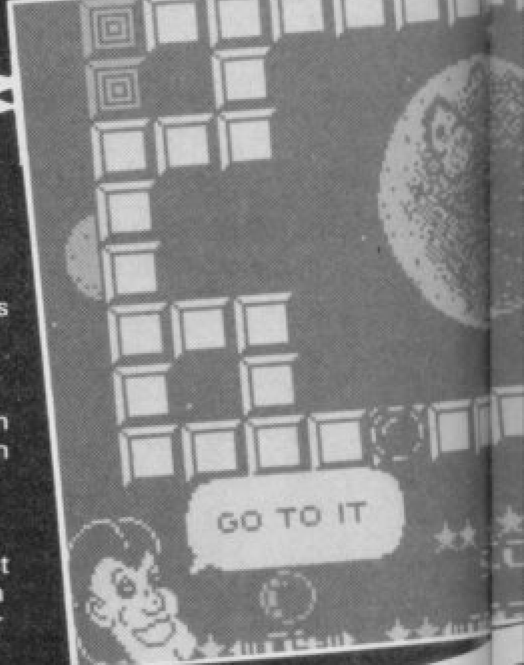
BOBBY YAZZ

Bobby Yazz is quite a good game, there's no denying that. It's just too short to deserve any great merit. Set way into the future, somewhere in the mysterious and murky undercover world of, wait for it, the game show! (Oo-ee-oo). Way in the future, everyone is amazingly rich (What, like me? JD) and so all the usual prizes of fondue sets and cuddly toys have fallen into the 'old hat' file. In the days of future, the ultimate stake, and therefore the only one people are willing to chance on prime time national TV, is your life.

The most popular show around at the time is the **Bobby Yazz** show hosted by the genial host, Bobby Yazz, and his attractive sidekick. Present throughout the entire game, their heads are displayed in various positions on screen offering thoughtful tips like, "Come on," and, "Ha ha ha." With Bob ever smiling, and his bimbo winking like crazy, you have to guide a small ball-like object around 4 levels of mayhem, with the aim being to stay on the show for as long as possible.

The show consists of 4 'events', each one positioned above some alien world, which then explodes upon completion of the levels. By the way, they are:

1. Colour Level
   Quite simple, this one. Just change all the blocks from blue to red by rolling your ball over them. Unfortunately, little alien things are also roaming about on the grid, and they



ARCADE REVIEW

FAX BOX

BOBBY YAZZ Label: **Destiny** Author: **In house** Price: **£7.95** Memory: **48K/128K** Joystick: **various**

Interesting idea quite well implemented.

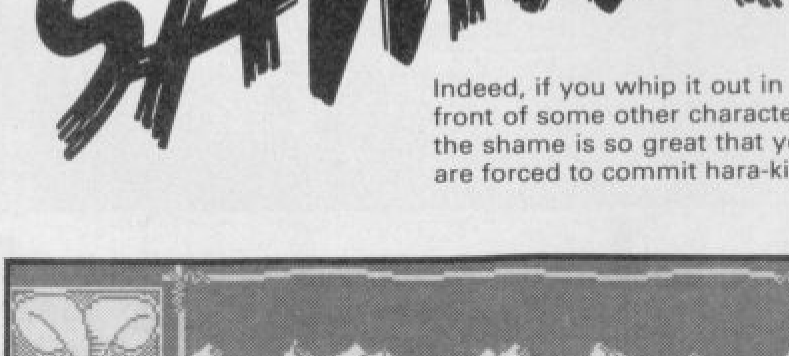
Reviewer: Tony Dillon

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
74	47	71	58	65

SAMURAI WA

Saddled with a name like **Usagi Yojimbo** for a game, I think Firebird was very sensible to call it **Samurai Warrior** instead, although it's not quite the run-of-the-mill martial arts simulation the title might lead you to expect.

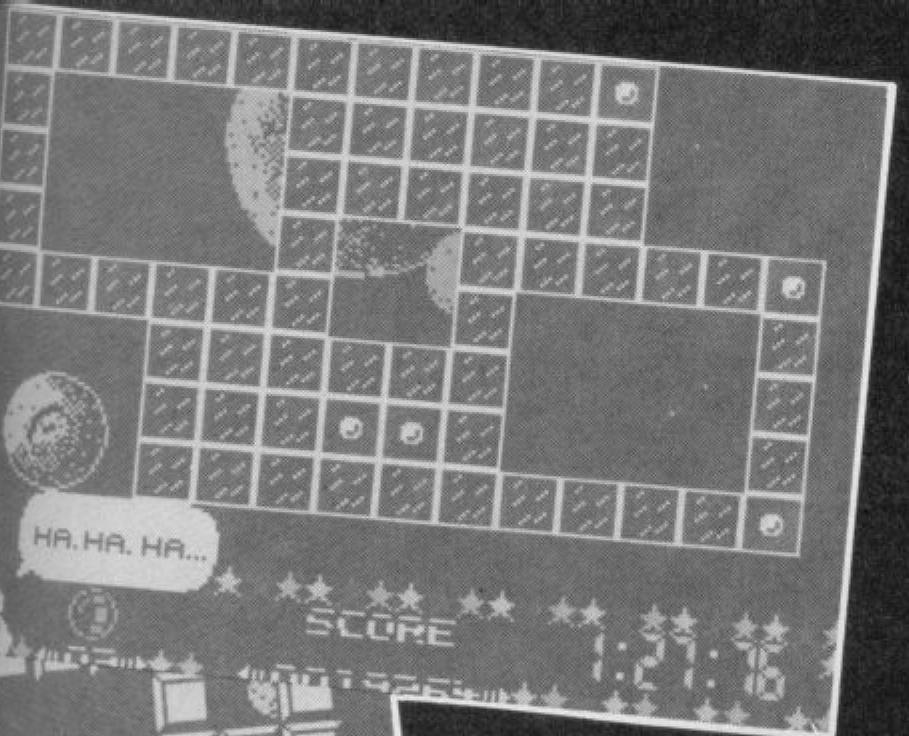
For a start, how many samurai rabbits have you seen? Usagi is a Ronin – a wandering warrior – who also happens to be a cuddly fluffy bunny-rabbit. In his version of 17th century Japan, the bandits are bears and alligators, and his lord is a panda. It's this bundle of fur who is the object of the quest; the kidnapped Lord Nyru must be rescued from a rogue warlord. But, rather than merely hacking his way through all opposition, Usagi must carefully observe the code of the Samurai, paying the appropriate respects where required, rather than reaching for his chopper automatically. Indeed, if you whip it out in front of some other characters, the shame is so great that you are forced to commit hara-kiri – messy!

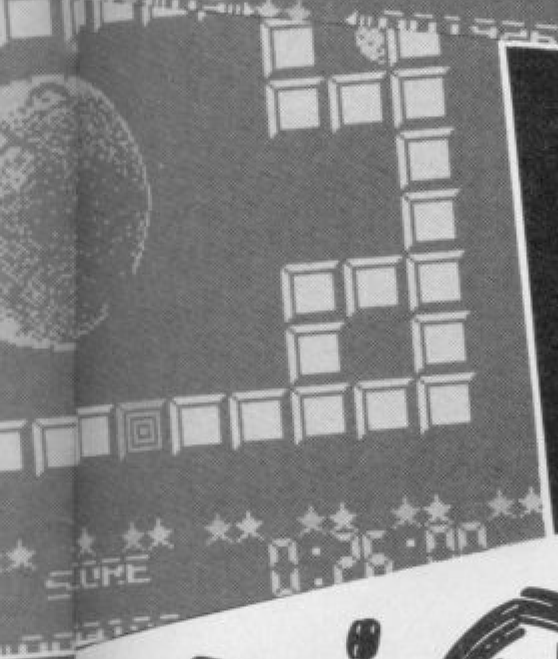


The sideways-scrolling backgrounds are nicely detailed. The trees, rocks and caverns conceal a variety of hostile and helpful characters, and some features such as rivers and chasms have to be jumped with great precision.

Usagi operates in two modes, peaceful and hostile. When his sword is sheathed, his expression (shown on the top left) is benign and all's well with the world. He can walk, bow, give and receive money and other objects, and jump short distances. Things start moving when Usagi draws his sword.

His expression changes to one of murderous intent (well, as murderous as a bunny rabbit can get). Now he can run, jump high in the air, and slash and chop at attacking bandits. An





are also blessed with colour changing capabilities. The only difference being, they change them back.

2. Blind Level
   On this level, you have to beat up as many blind persons as you can in a short time limit. No, only joking. Actually, you are in a maze, and have to find your way to the exit. Unfortunately, the maze is invisible. This does tend to make things a little harder, not to mention the incredibly short time limit.
3. Key Level
   Collect all the small keys dotted around the grid to open the exit whilst avoiding all the nasties who just happen to kill on contact and doing all this in the short time limit. Things are getting harder.
4. Bonus Level
   A bit of a break, as you have almost no worries on this level. Simply run over as many bonus symbols as possible. The requisite amount, and it's a whopping great 5000 bonus points for you.

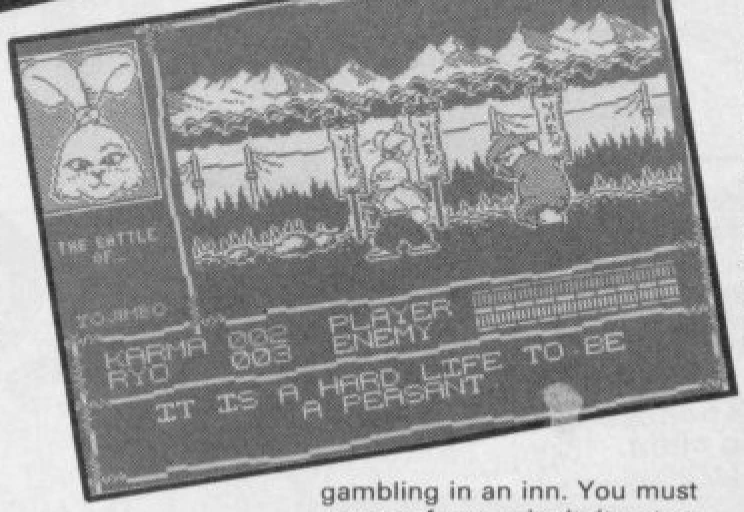
Between some of the levels are, as with almost every game show, the commercials. Short, almost blipverts of the latest things are advertised just to whet your appetite. Other shows like 'TAG WAR', where teams travel to other countries, meet other teams, and then annihilate them, and the latest movies, 'Rocky XI – The Musical'. These are very well done, and very amusing to start with, but as there are only about 5 of them, they do tend to grate after the second viewing.

Graphics are fairly basic, though Bobby and Slappa are very nicely done. It's actually very amusing to see Bobby shaking his head in mock sadness as you die, and then burst into fits of laughter. Sound is nothing to be whistled about just very few SFX, and the title 'tune' (I use the word lightly) grates on the ears after a very small amount of time.

Like I said, not a terrible game, but far too low on the content side■

GAMES REVIEW

...RRIOR



energy bar shows your progress as you fight it out, and whoever loses floats off as a disembodied spirit. If Usagi wins, he gains "karma" points, and in some cases picks up money. If he attacks peaceful characters such as the peasants and monks, he will lose karma, and eventually snuff it. Bow and give money to the right characters, and they will thank you by giving clues such as warnings about hidden bandits. There are two paths to success; the hard one and the easy one, chosen via a fork in the road. On the hard one you pass through a village of hostile ninjas, but have the opportunity to gain more karma points by fighting them off, and money by gambling in an inn. You must never refuse an invitaiton to a duel, though it need only be fought to the first blood.

Samurai Warrior has a lot of good points, but they don't quite come together into a great game. In peaceful mode, movement is too slow, and there are long periods when nothing happens. In the fights, there are too few fighting moves for it to be a satisfying fight simulation, and there is too little variation between the enemies. While the backgrounds and animation are fine, the sound effects are atrocious – just a little plip when you slash someone.

Too slow for a slash-and-hack game, too simple for an arcade adventure, **Samurai Warrior** is a tribute to Beam Software's programming ability, but says little for their game design■





ARCADE REVIEW

FAX BOX

SAMURAI WARRIOR *Label:* ***Firebird*** *Author:* ***Beam Software*** *Price:* ***£7.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
83	45
56	54
PLAYABILITY	LAST ABILITY

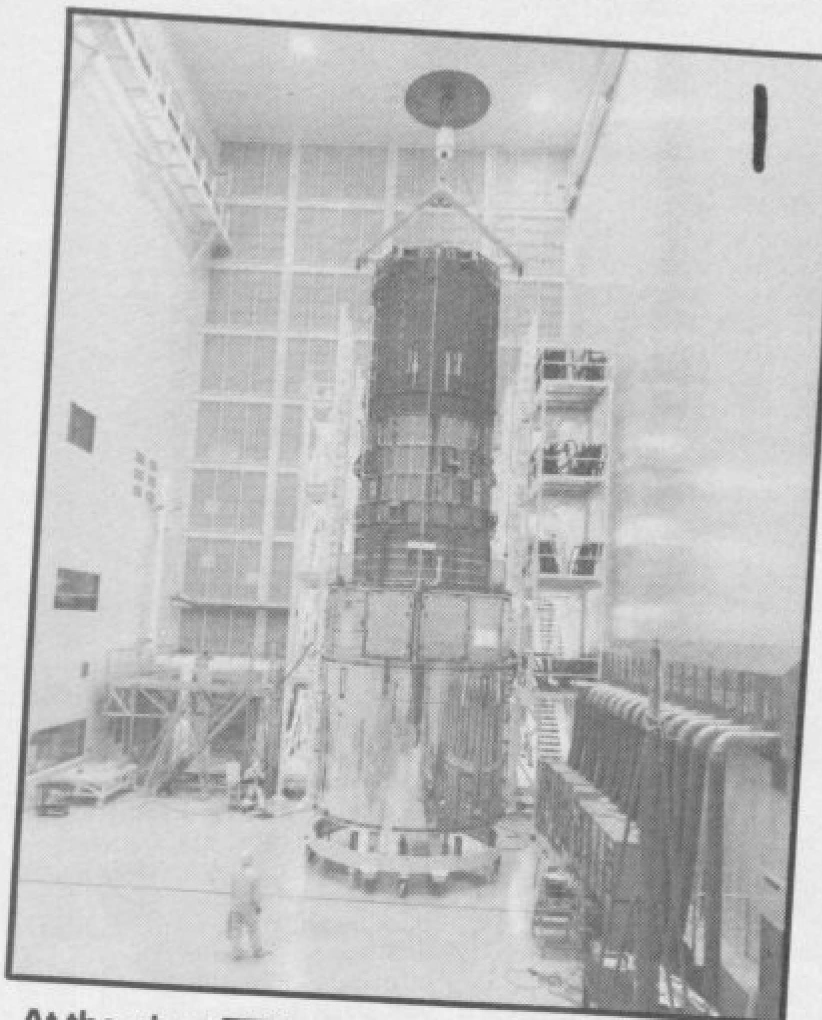
Pretty, but slow-moving, arcade-adventure

Reviewer:

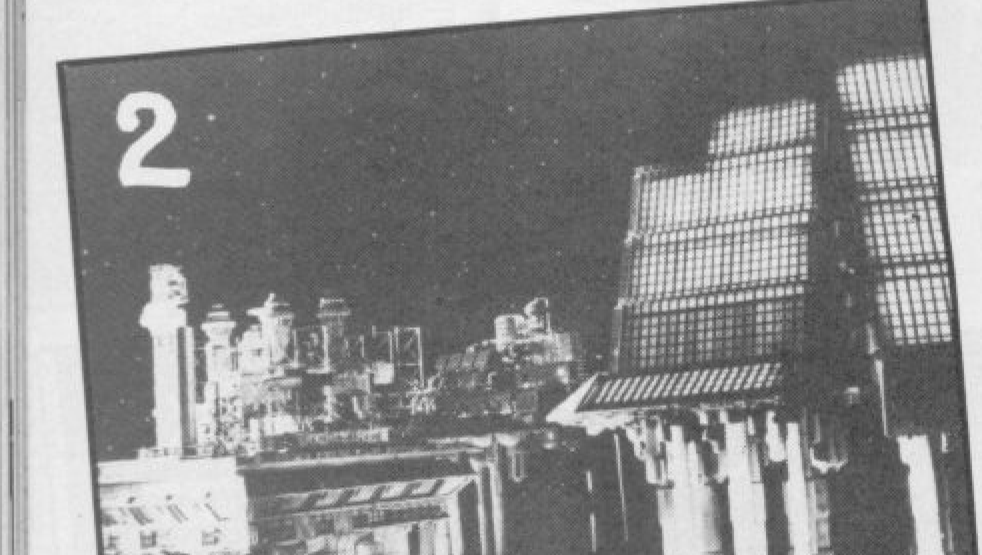
10 20 30 40 50 60 70 80 90

OVERALL **58**

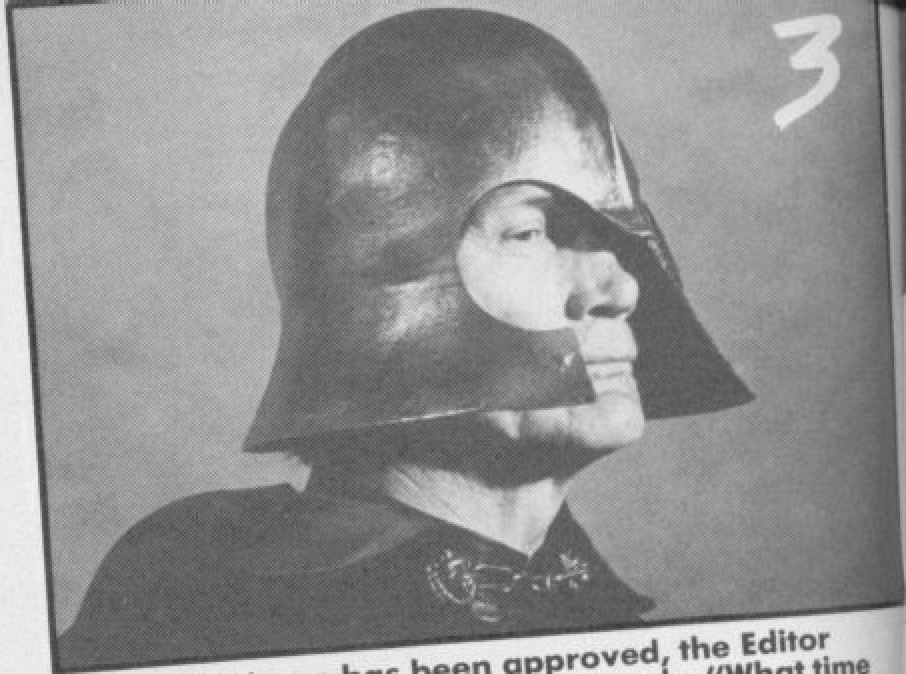
It's the most important day of the month. The new issue of SU is due to hit the news-stands. All over the planet, excited Spectrum owners pulsate with excitement at the prospect. We thought you should be told. Marvel now at the secrets of SU's unique distribution system . . .



At the giant SU complex on the Moon, facts and figures are fed into the editorial supercomputer. Industry gossip, new games, hardware reviews, readers' problems, letters, screenshots, everything goes into the Giant Brane. Then, at midnight on the 17th of each month, the Editor presses the Big Button. The computer writes, illustrates and designs the entire issue in 62 nanoseconds, and sends the data to the printing plant.



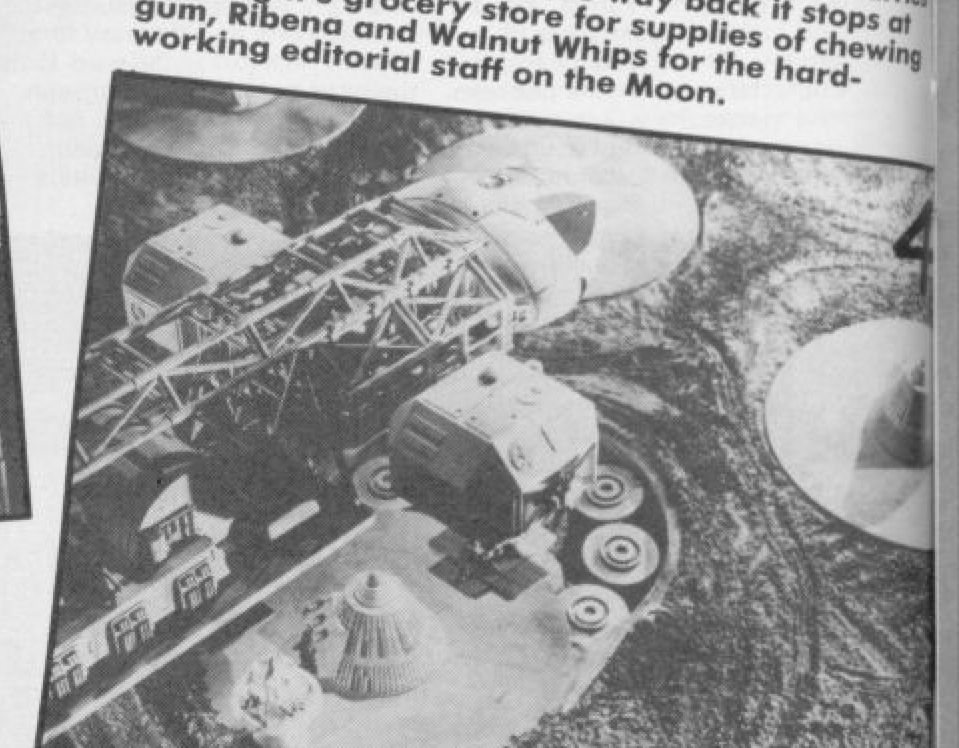
At the printing plant, 18,000,000 copies (YS-style wildly exaggerated figures) roll off the presses in ten minutes (unless the paper jams). An army of mindless zombie slaves recruited from EMAP's post room stick the Megatapes on the covers, and sometimes stick themselves on too. Every word in every copy is checked individually. If there are any mistakes, the whole lot is incinerated and reprinted.



Once the issue has been approved, the Editor gives the mystical words of command – "What time do you call this, then?" – and the magazines are wrapped up in bundles of 100,000. They are then stored in underground radiation-proof silos for collection by the lunar shuttle.

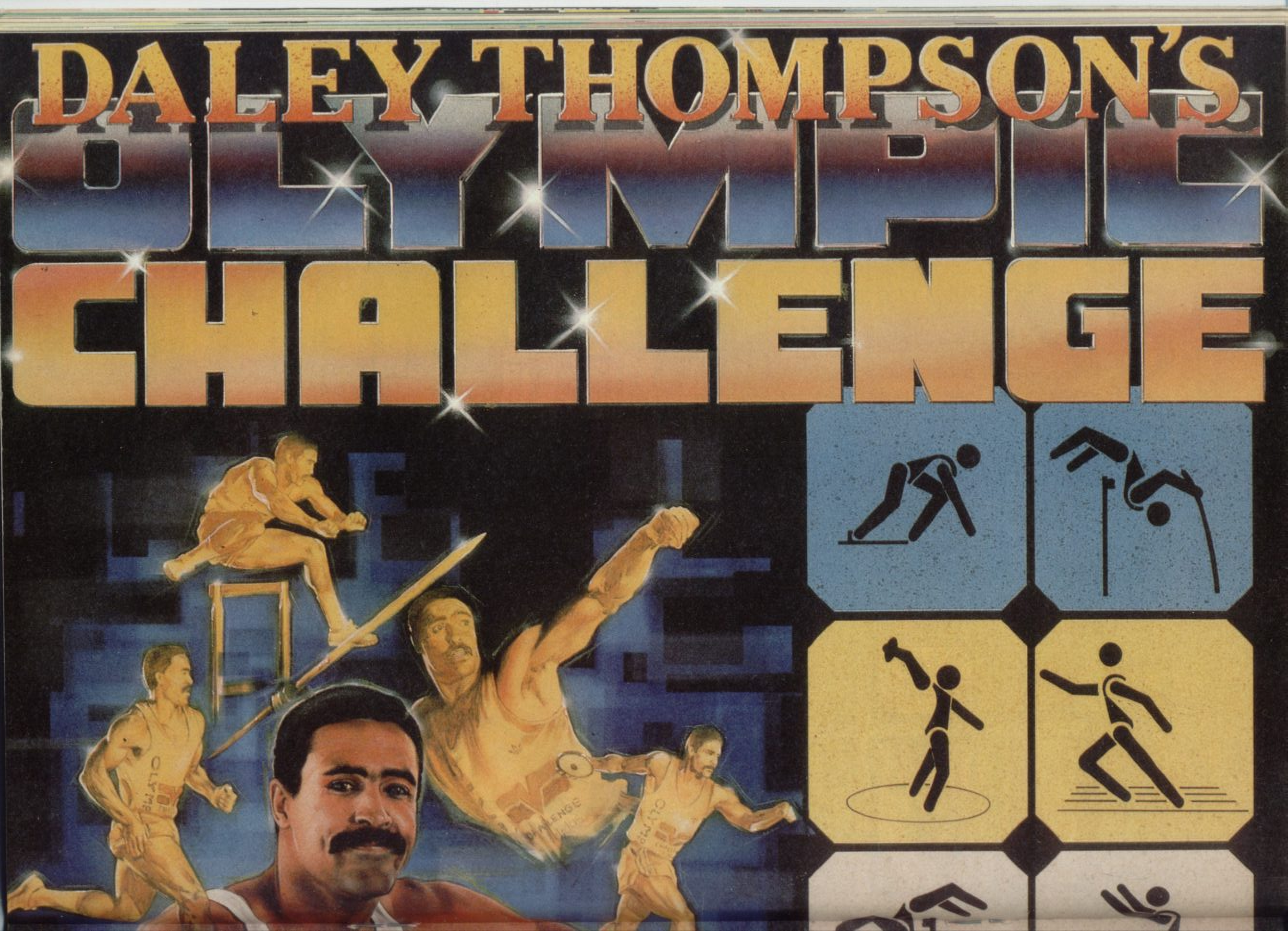
SINCLAI
FROM U

The lunar shuttle collects the bundles, and carries them towards Earth. On the way back it stops at Arkwright's grocery store for supplies of chewing gum, Ribena and Walnut Whips for the hard-working editorial staff on the Moon.





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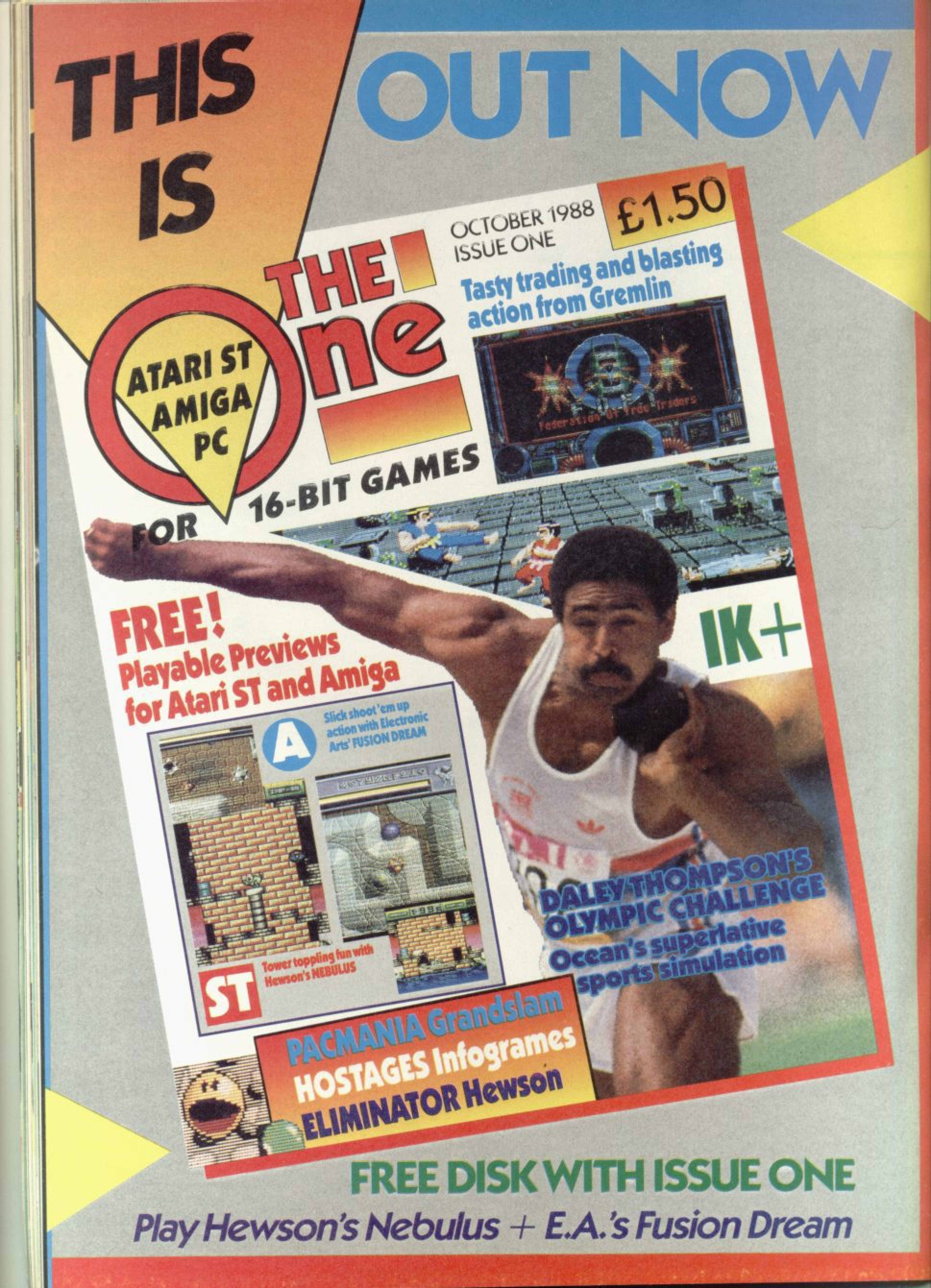

DALEY THOMPSON'S
OLYMPIC
CHALLENGE



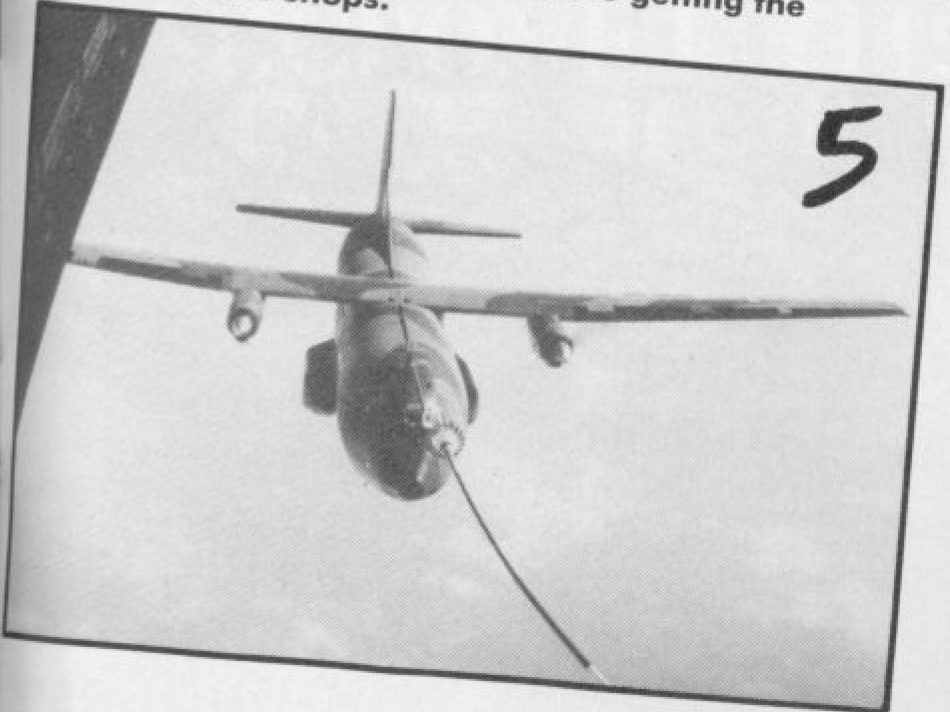
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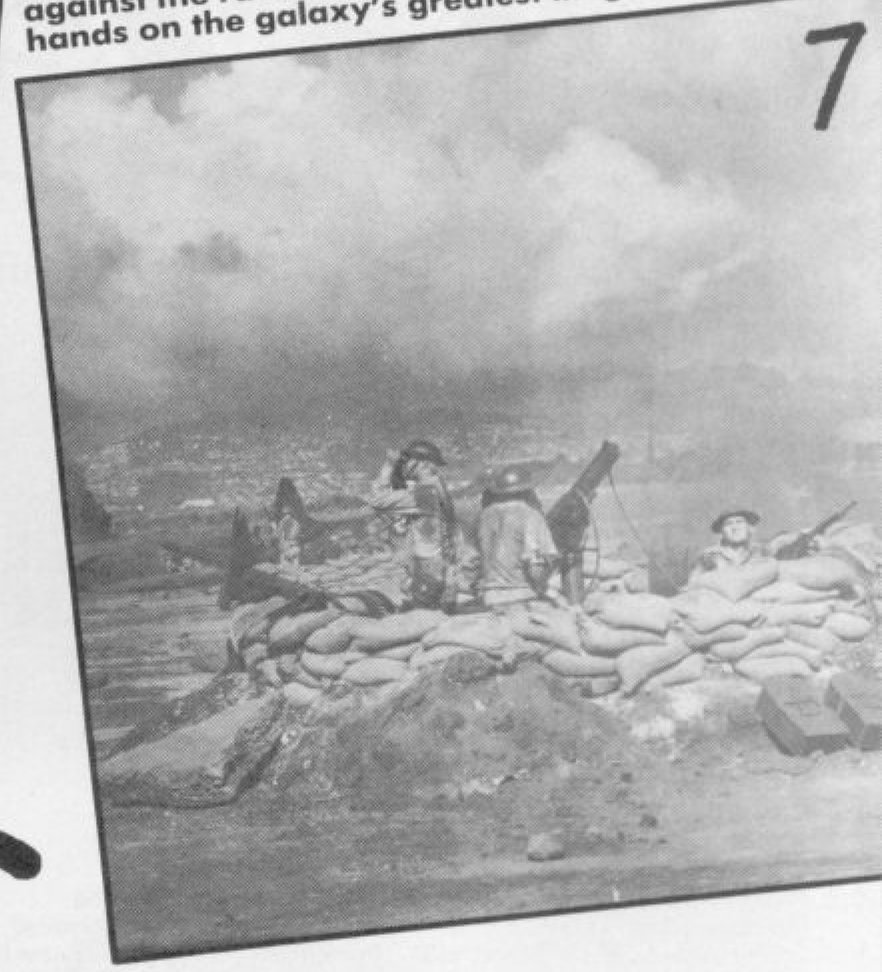
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Sometimes the issues don't get through at all. Those sensible readers who have subscription copies mailed to them (plug, plug – subs department) have to dig in and defend themselves against the ravening hordes desperate to get their hands on the galaxy's greatest magazine.



R USER
S TO YOU!

Sadly, some parts of the world aren't lucky enough to get **SU**, and the results are always tragically similar. Mind you, if they DO get through it's often worse.

Next month – 100 uses for a dead megatape, or possibly a nice gardening feature.



Through burning deserts, over impassable mountain roads, across turbulent oceans and through tangled jungles travel the **SU** delivery men, fighting impossible odds in their battle to get the issues into the shops on time. Sometimes they succeed. Sometimes they die in the attempt, and their bleached bones (plus hundreds of Megatapes) lie on the burning desert sands. Brings a tear to the eye, doesn't it. (GET ON WITH IT – ED).



CODE TALK

David Perry went to the dentist one day. He had a couple of fillings and his entire mouth was numb for hours. Shortly after, we phoned him to ask some embarrassing personal questions, so if this doesn't make much sense, blame the anaesthetic

WHAT'S ALL THIS ABOUT 'SAVAGE', THEN?

Savage is the new title for the game with no name previewed in the September issue of SU. I'm working on it with Nick Barty, who does all the graphics. It's going to be three games in one; a horizontally-scrolling section, a 3-D section and a multi-directional bit. We've been working on it since February, and hope to have it finished in time for the PC Show.

DIDN'T YOU USED TO BE A BIT OF A WALLY?

That was when I was working for Mikrogen. I worked on **Three Weeks in Paradise, Herbert's Dummy Run** and **Pyjamarama.** When a lot of us left Mikrogen to go freelance, they went bust. CSD bought them out, then they went bust too. I bought up some of their equipment, so that was a real laugh.

BIT TALL, AREN'T YOU MATEY BOY?

I'm six foot eight and a half. I've grown an inch in the last year. I suppose it's handy at concerts where you want to see over people's heads, but whenever someone faints I get roped in to help sort them out. The last couple of gigs I saw were Prince and Michael Jackson. I'll be missing Jean-Michel Jarre because I'll be on holiday in the Caribbean.

AND YOU'RE A BIT OF AN OCKER ON THE QUIET, AREN'T YOU?

If you mean I like anything Australian, yes. My sister moved there a few years ago, and now I'll watch anything about Oz; *Neighbours,* even. Anything but *Prisoner Cell Block H.* I wanted to see *Crocodile Dundee 2,* but my girlfriend always falls asleep in the cinema so I'm not allowed to go.

WHAT'S THE SECRET OF YOUR MASSIVE FORTUNE?

Well, I used to win a lot of bets. I'd bet people that you could leave a microdrive on all night formatting, loading and saving, and it would still be working perfectly. No-one believed me, but I must have the only reliable microdrive. I've also got a power pack that should be in the Guinness Book of Records; it's been powering my Spectrum for nine months without being switched off, because I'm too lazy to reach behind the monitor.

DO YOU ENJOY DUSTING?

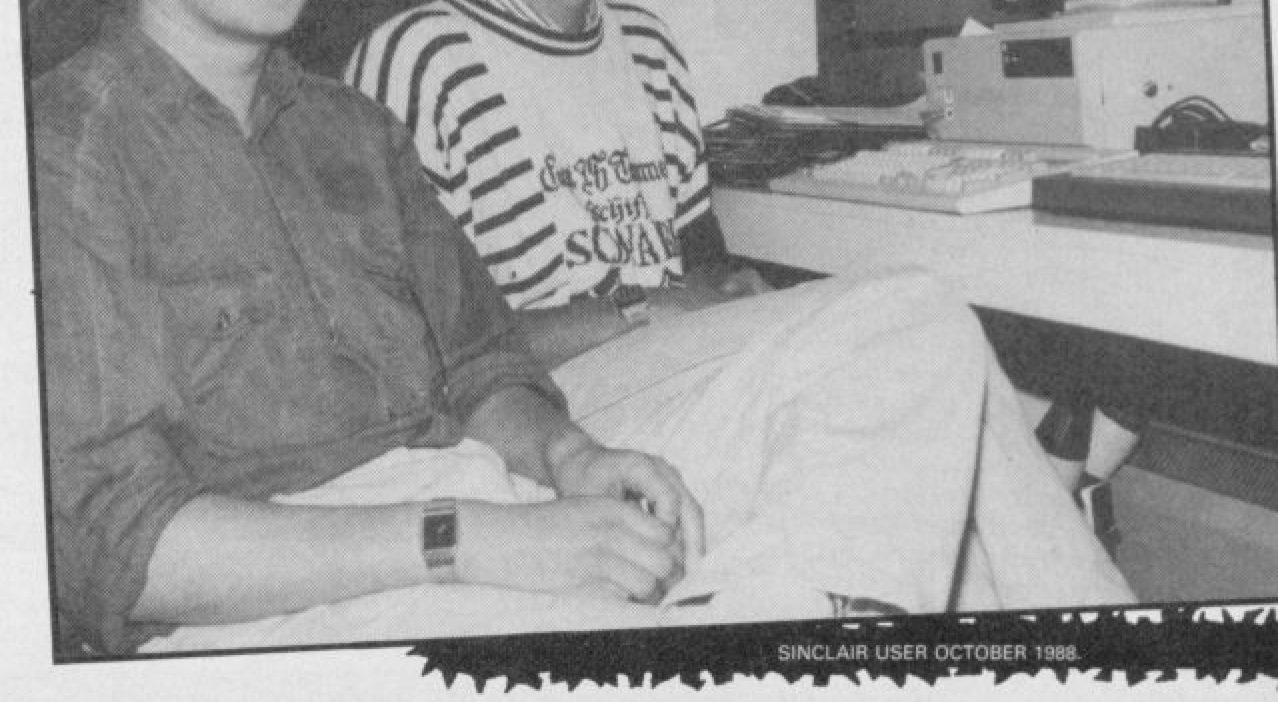
Yeah. I've got this humungous stereo system, with my Casio CZ101 synth and lots of other equipment all connected together. But because I can't actually play the keyboard all I ever get to do is dust it. I've got a violin too, and I can't play that either. I've got an ST and a sequencer, and I like Clannad, U2, and singing Irish folk tunes. And my dad turned down a chance to photograph Van Morrison when he was a hopeless bum. (Van Morrison that is).

WHAT DO YOU EAT WHILE YOU'RE WATCHING 'NEIGHBOURS'?

Anything. I'm not fussy. But when I go out I have to drink Perrier and lime becasue I'm always driving. Apart from that I like water ski-ing and playing shooty blasty, bomb the alien type games.

ANY FUNNY ANECDOTES ABOUT CAR CRASHES?

Yes. My partner Nick bought this Super Turbo V8 3.5 litre fuel-injected power-assisted thing with sports ashtrays and non-slip seats, and wrote it off the same week. So now I have to chauffeur him around everywhere.



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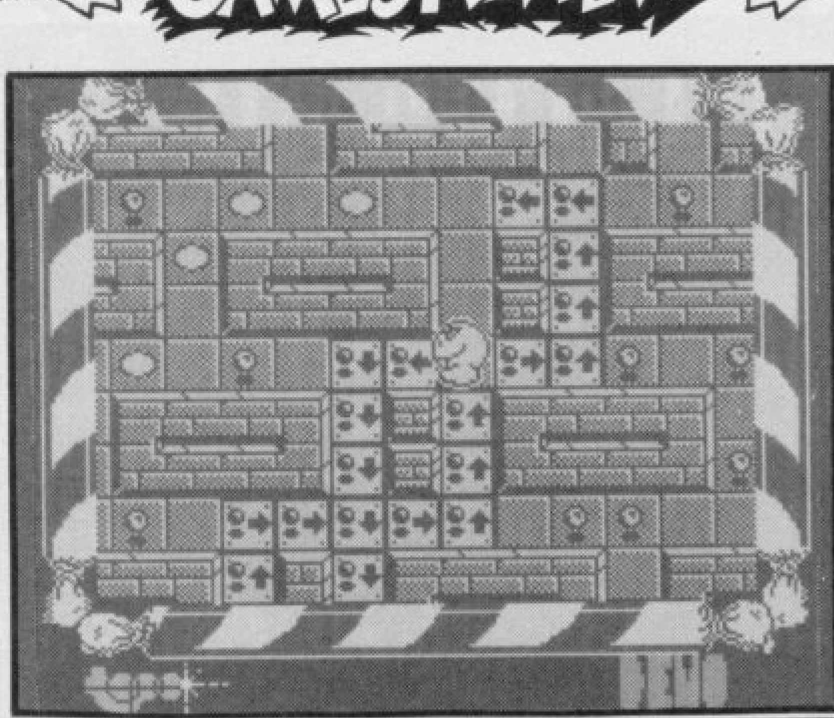
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MAD MIX

THE PEPSI CHALLENGE



You can't beat an old formula, I always say. Take all the big hits. Where did they originate? **Nemesis**? Nothing but **Defender** with make up. **Gauntlet**? **Pacman** in wolf's clothing. **Mad Mix**? **Pacman** with a couple of graphical frills.

I think I can safely state without fear of being sued by US Gold; there is very little distinction between the two, other than the new version having nice, big graphics, a more than slightly cutesy feel, and a large scrolling play area, rather like a 2-D **Pacmania.**

The idea is to guide your little ball-like figure around a large scrolling wraparound maze, collecting all the little pills that scatter the pathways whilst avoiding the free roaming Ghosts who want nothing more than to spin you round and make you disintegrate.

To combat the ghosts, you are supplied with a limited amount of special pills, that do special things. (Snaff snaff – JD). The icon that looks like a set of vampire's gnashers effectively turns you into a vampire. Whilst in the form of a creature of the night you can do all the normal things, such as eat the pills, and you can also kill the ghosts by running into them. The Hippo icon changes you from a lovable little ball, to a cute and cuddly hippo. Sweet in every way, until it sits on you. Unfortunately you can't collect any pills when in this mode, but God help anyone who gets in your path!

FAX BOX

ARCADE REVIEW

MAD MIX Label: **US Gold** Author: **Topo Soft** Price: **£8.95** Memory: **48K/128K** Joystick: **various**

Excellent rehash of Pacman. Plays great, looks great, even feels great. I say get it

Reviewer: Tony Dillon

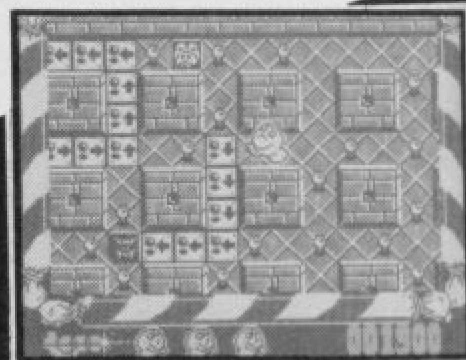
GRAPHICS	SOUND	OVERALL
78	71	74
PLAYABILITY	**LASTABILITY**	
84	75	

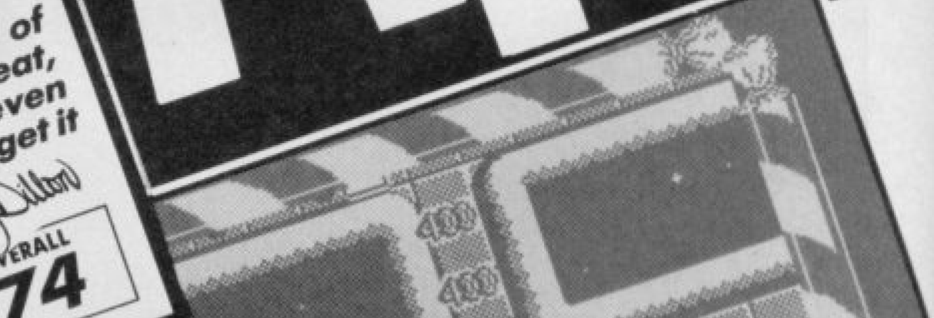
As well as the basic maze, there are lots of extra features included within the game's many levels. Doors built like rockers block pathways and can only be opened from one direction. Of course, once opened, they rock over and have to be opened from the opposite side. Small gun tunnels transform your little Pac into a gun for the duration he's in the tunnel, so there's a little bit of blasty action to be found.

Also scattered about on some pathways are rows of icons with arrows printed on them. These route, along the direction of the arrows, and this can have you going in circles. There is no way to get off until you reach the end of the route, and if there's a nasty waiting for you there, tough luck.

There's a nice little tune to boot, as well as some blips and blops during the game. Apart from that, there's not a lot else I can say about the sound.

The game plays easily as well as it's arcade grandaddy. No, don't laugh, that's a good thing.





A lot of the old tricks still work well. Things like turning just before your reach a corner to get round it faster.

Mad Mix is a great game, despite the outdated idea. I was pleasantly surprised, and you've got to remember, it is the official PEPSI CHALLENGE game■

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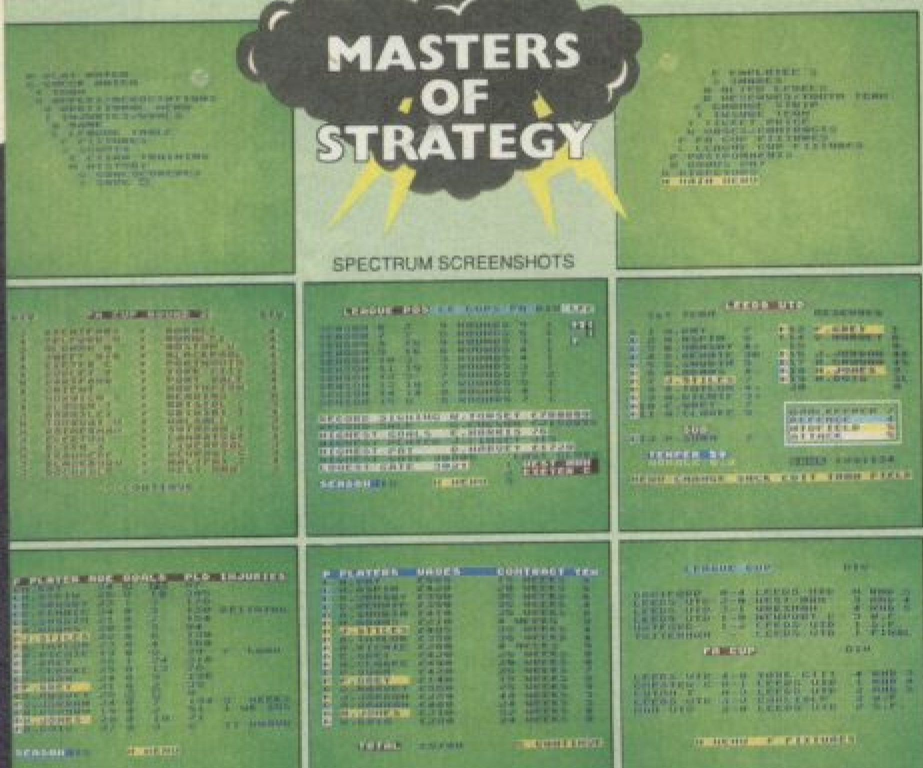
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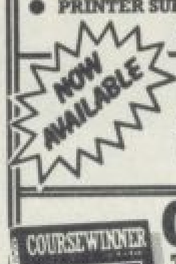
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GUNFIGHTER

ARCADE Label: **Atlantis** Author: **In-house** Price: **£1.99** Memory: **48K/128K** Joystick: **Kempston/ Sinclair** Reviewer: **Jim Douglas**

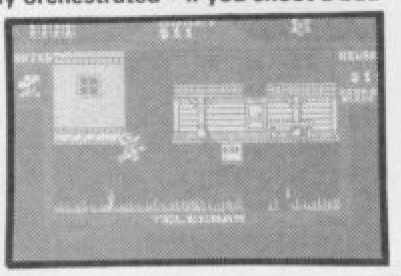
Above average shoot-out search game. Nice graphics although the action slows a little between gunfights

They didn't call the Wild West "Wild" for nothing, you know. No. They called it that because it was downright dangerous, but the Downright Dangerous West didn't alliterate. Anyway, the best paid job in the area – apart from being a criminal – was that of a Sheriff. And that's you. Sheriff of Hicksville USA.

The town is being terrorised by a ruthless gang of criminals with excruciating names like T. P. Wigwam and Hug Yorway, rootin' tootin' pistol shootin' dudes, every one.

Moving around the semi 3-D screen in your huge Stetson, plodding about and waiting for a message to pop up informing you that one of the brigands is after you. They'll flash up at the bottom of the screen saying that they're in The Street or The Saloon or something and looking for trouble. Now you've got to work your way to the place (easy if you've made a map, damned impossible otherwise) and shoot it out.

The graphics are pretty good, although they move a bit too slowly for my liking, and the gunfights are nicely orchestrated – if you shoot a bad guy in the back you are branded a coward. Not bad for a couple of quid then, especially with inventive touches like the outrageously unfair roulette wheel in the casino and the Doc's house where you can get yourself an extra life■



70%

SPACE JACK

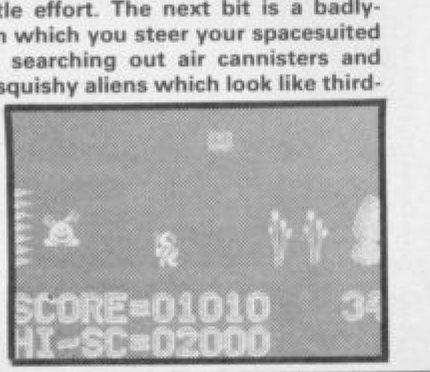
ARCADE Label: **Powerhouse** Price: **£1.99** Author: **Simon Morris** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Pretty scabby combination of space shot-'em-up and platforms-and-ladders

Space Jack doesn't really have much going for it; someone should tell Powerhouse that simply combining two different types of bad game into one title doesn't make it worth buying.

In the first part of this dreary effort, you have to pilot your flying saucer through space to reach your destination. At the top of the screen appears a chart showing your position relative to the planet. You can move and fire in all four directions, shooting the various fluffy aliens which fly around trying to stamp on your head. If you just keep your finger on the fire button and charge to the right, though, you'll complete this part of the game with very little effort. The next bit is a badly-designed platforms-and-ladders bit in which you steer your spacesuited figure through the alien landscape, searching out air cannisters and radioactive eggs (uh?), and avoiding squishy aliens which look like third-rate rejects from Trap Door.

There's supposed to be a secret third level to the game, but the insert gloats that you'll have to find out about it yourself. Boo hoo hoo. I don't think I'll bother, thank you very much■



41%

URIDIUM

ARCADE Label: **Rack-it** Author: **Dominic Robinson** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Jimmy Douglas**

Fantastic space shoot-out stands the test of time. Fab graphics too. What more do you want?

Just in case you missed it the first time, Hewson have re-released Uridium for a piddling £2.99. It's your job to save the universe (again) by flying out into space and intercepting a fleet of alien dreadnought cruisers, currently winging their way towards earth on a mission of bug-eyed nastiness.

You fly your manta fighter over the surface of the spaceship, dodging the aerials and buildings and blowing the Sam Hill out of the alien defence fighters.

The graphics throughout are fantastic, and the action is some of the best we've seen. At the new budget price, you'd have to be completely bonkers not to buy it■

90%

KARATE ACE

COMPILATION Label: **Star Games** Author: **various** Price: **£12.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Decent value-for-money compilation of chop-socky martial arts games

Seven martial arts games in one package! How could any average violent lunatic resist? Although many of these titles have appeared on budget labels, it's a fair bet that there will be enough in Gremlin's Star Games Karate Ace package to attract most lovers of kung-fooey.

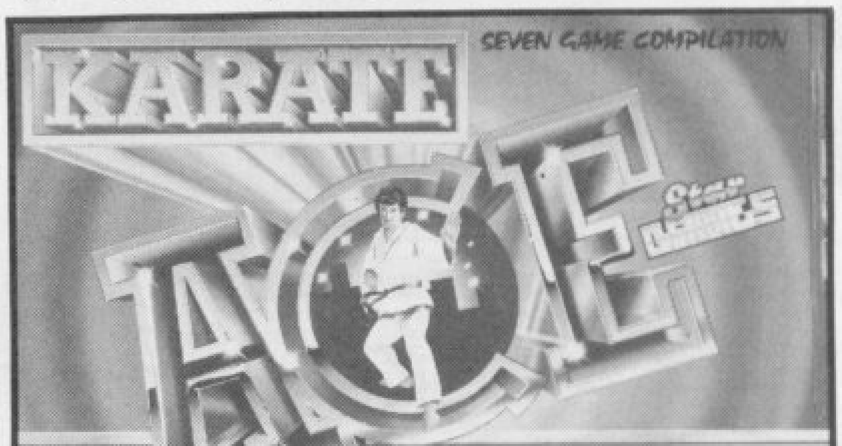
Melbourne House's Exploding Fist was the original, and in some ways is still the best; classic two-player multi-move action. Uchi Mata from Martech wasn't such an immediate success; it involves too much strategy and too little violence.

Kung Fu Master from US Gold is a coin-op conversion, more of an arcade game than a simulation as you kick your way through a wizard's henchmen. Gremlin's Avenger, too, is a bit arcadey, a sort of cross between Gauntlet and, er, Gauntlet, with four-way scrolling. The sequel, Way of the Tiger, is a bit like Melbourne's Fighting Warrior; a series of encounters on a horizontally-scrolling background.

US Gold's Bruce Lee is a classic platforms-ladders-and-kicking game with dozens of screens and nicely-designed graphics, while the final title, Gremlin's Samurai Trilogy, is a three-part sim in which you have to master Kendo (stick-fighting), Karate, and Samurai (sword-fighting) in order to reach the rank of Warlord.

A nicely-chosen selection, then, with no turkey amongst them, and at a decent price■

75%



SPE

TAS-SPELL PLUS 3

ARCADE Label: **Tasman** Author: **Tasman** Price: **£19.95** Memory: **Plus 3** Joystick: **none** Reviewer: **Chris Jenkins**

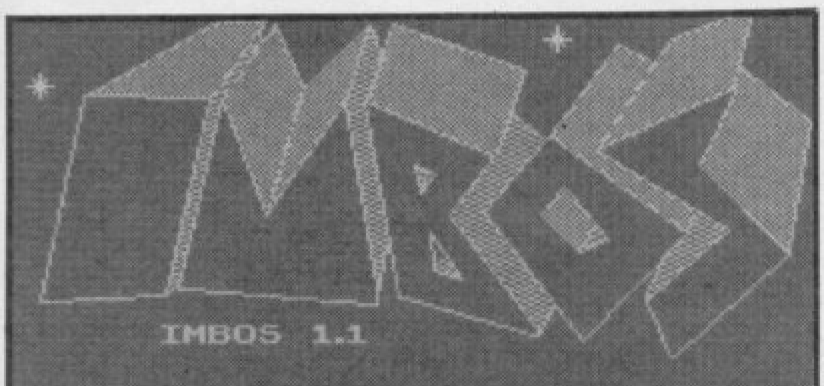
If your spelling isn't wot it shud be, Tas-spell will sort it out

If you already use the popular word processor Tasword, you'll welcome Tas-Spell. It's a 70,000-word dictionary which can be used to check through TasWord documents, spotting errors and suggesting alternatives. You can either scan for a single word, or just go through the whole text. Obviously you can update the dictionary, adding specialised words and names which might otherwise slow things down.

Tas-Spell doesn't stop there, though. It will also provide lists of words containing unknown letters, so you can use it to help solve crosswords. Another useful trick is providing anagrams. Bear in mind that although the program contains a 70,000 word dictionary compiled with the help of Longman's, it doesn't provide definitions for the words, so it's no substitute for a printed dictionary.

Completely impractical on tape, Tas-Spell is the sort of thing which makes the Plus 3 worth while■

80%



IMBOS 1.1

UTILITY Label: **Companion, 193 Brampton Rd, Carlisle, Cumbria, CA3 9AX** Author: **Jonathan Edgar** Price: **£9.15** Memory: **48K/128K with Interface 1** Joystick: **n/a** Reviewer: **Chris Jenkins**

Useful set of utilities for the Sinclair Interface 1 and microdrive

IMBOS is a useful adjunct to the Spectrum and Microdrive operating system. It requires the use of Interface 1 (both versions are catered for), and is supplied on cassette which can be transferred to microdrive.

IMBOS 1.1 adds no fewer than 53 commands to Sepctrum Basic. The twelve page manual explains each new instruction in turn, and there's a tenminute demo program which runs through some of the possibilities. IMBOS itself occupies 8117 bytes of memory. The new commands cover the whole range of programming and interfacing. There are ten for microdrive operations, including simple and complex file cataloguing, a simplified RUN command, and even a command to change the border colour during microdrive operations. There's a decimal/hex convertor, a PAUSE command, and a selection of useful ink/border/paper commands.

You can store screen strings in a reserved area of memory, then call them back for very fast serial display. It's also possible to move any chunk of code very quickly.

Additional features include sound effects, scrolling text routines, a header reader, a mini-monitor and a series of error messages. Good value for money, a pity it's limited to IF1 owners■

82%

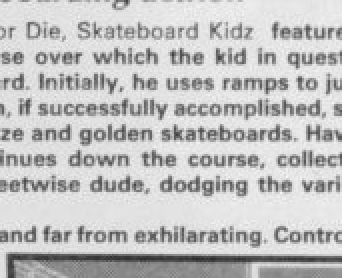
SKATEBOARD KIDZ

ARCADE Label: **Silverbird** Author: **Andrew Rogers** Price: **£1.99** Memory: **48K/128K** Joystick: **Kempston/Sinclair 2** Reviewer: **Steve Jarratt**

Clumsy and tedious skateboarding actrion

Borrowing heavily from Skate or Die, Skateboard Kidz features a vertically scrolling urban course over which the kid in question attempts to steer his skateboard. Initially, he uses ramps to jump over the letters S, K, A, T and E which, if successfully accomplished, sees him awarded sections of silver, bronze and golden skateboards. Having survived this section, he then continues down the course, collecting litter. Finally, he races against a streetwise dude, dodging the various hazards.

Skateboard Kidz is terminally slow and far from exhilarating. Control of the 'kid' is quite smooth, but the collision detection around the jump ramps can be annoyingly inaccurate. Once you've seen the same course a couple of times, you'll start thinking what that kid can go and do with his skateboard . . .■



30%

NORMAN

ARCADE Label: **Powerhouse** Price: **£1.99** Author: **Grant Jaquest** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

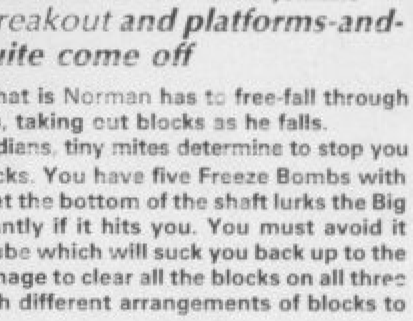
Peculiar cross between Breakout and platforms-and-ladders which doesn't quite come off

The jelly-shaped pile of pus that is Norman has to free-fall through the domain of the Cubitrons, taking out blocks as he falls.

Around you swirl the Guardians, tiny mites determine to stop you disarranging their neatly-piled blocks. You have five Freeze Bombs with which you can paralyse them, but at the bottom of the shaft lurks the Big Cubitron, which will kill you instantly if it hits you. You must avoid it long enough to reach the slurper tube which will suck you back up to the top of the shaft. Each time you manage to clear all the blocks on all three screens, you get another level with different arrangements of blocks to clear.

Because all you can do to control the game is move left and right, the action rapidly becomes dull. An interesting idea, then, but most uninterestingly executed■

52%



COMPETITION

GIVE IT SOME STICK!!



Are your priorities quality, reliability and looks? No, we're not talking about women (although on the other hand . . .). No. We're talking about joysticks.

Last month, as you'll know if you're a regular reader (and we like all our readers to be regular, oo-er), we reviewed the **Cruiser Microswitch** joysticks from Powerplay. The **Cruiser** comes in three varieties: the *Blue Cruiser* at £9.99, the *Black Cruiser* at £9.99, and the auto-fire *Clear Cruiser* at £12.99. We decided that they were pretty wizard, and we particularly liked the three-position power control at the base of the handle. You can set it either for sensitive, normal or firm play, making the **Cruiser** ideal for any sort of game.

Marvellous though the **Cruiser** is, there's one thing that's even more awe-inspiring, and that's the generosity of Powerplay themselves. Unworthy though you are, they've decided to offer the following prizes in a stupidly-simple-to-win competition:

1st Prize: A Sinclair Spectrum Plus 3 with disc drive, value £199.99
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Runners Up: 3 Clear Instant Auto-Fire Cruisers, value £12.99 ea
3 Black Cruisers, value £9.99 ea
3 Blue Cruisers, value £9.99 ea

All we want you to do is draw us a picture of the inventor of the joystick, Dr Joyce Tick. Now we know there's no such person, so you can let your imagination run wild, can't you?

Your drawing can be colour or black-and-white, and you can use ink, felt pen, paint, or anything you like which won't stick the envelope together. The wildest, whackiest and most imaginative pics win. Maximum size for you drawing should be A4 (the size of one page of SU). Entries should be sent to *Dr Joyce Tick, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU,* with your name and address written on the back. Sorry, but we can't return entries (Gladys in the post room would complain at all the extra work).

Closing date is October 14th. All the winning entries will be published in a future issue. All the usual rabble, including employees of EMAP and Powerplay, people with two heads, and Vincent van Gogh are excluded, and the Editor's decision is inexplicable■

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COMPETITION WINNERS

Get back! I said get back! Wait your turn. Honestly, with all the amazing competitions which we ran in July, there were readers all over the place, scrabbling around to try and get their hands on the fabby prizes. The answers are as follows, and the prizes are dispensed as indicated below. (We don't muck about you know).

19 — **The average age of soldiers in Vietnam was 19; None of them received a hero's welcome, and Saigon is the city mentioned in the Paul Hardcastle song.**

Roadblasters — **Tanks were first used in WWI; The Americans drive on the right hand side of the road, and** Roadblasters **was an Atari coin-op.**

Now Games 5 — **Saigon is the place mentioned in '19'; Frank Beard is a member of ZZ Top, and Queen's first hit was 'Bohemian Rhapsody'.**

Zoids — **Dennis is not a Zoid; the Zoids come from Zoidstar and the chief of the Zoids is Mighty Zoidzilla.**

And here come the prize winners:

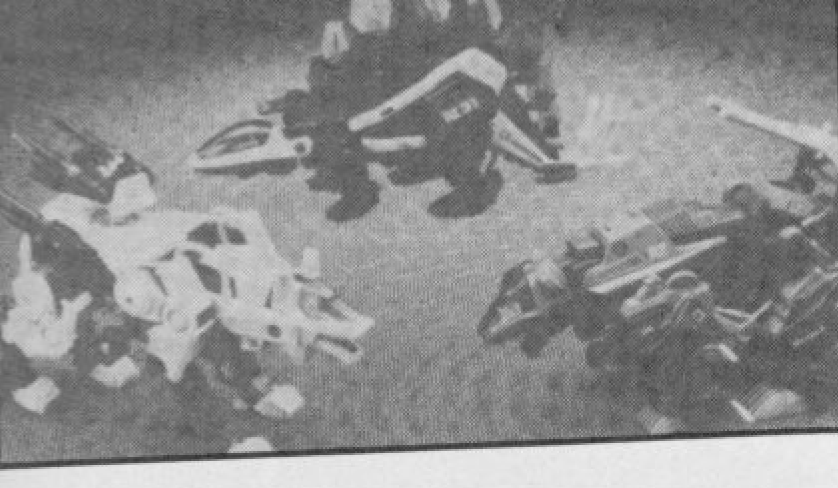
ZOIDS

20 1st Prize Winners

M Anderson, Dundee. Mark Dixon, Cheshire. Roy Wilkinson, Lancashire. K Morris, Manchester. Jason Bubb, Wiltshire. Andrew Kemp, Staffs. Philip Walchester, Stoke on Trent. Lee Mastrell, Essex. James Greenholt, Norfolk. P Psomiadis, Newcastle upon Tyne. Christopher Wood, London. Nathan Ramsden, West Yorks. Steven Martin, South Wirral. Mark Camp, West Midlands. Sean Mason, Clywd. Lee Elvin Basingstoke. R M Simmons, Cleveland. Claire Notman, Aberdeen. Martin Hill, Aberdeenshire. Warren Cooper, Scotland.

20 2nd Prize Winners

Peter Marks, Birmingham. Andrew Brinklow, Nottingham. M Newens, Warrington. Paul de Bank, Lincolnshire. Scott Coughlan, Kent. Paul Johnson, Surrey. Andrew Catirall, Hants. Steve Matson, Doncaster. Chris Powell, Herts. Oliver Dawson, West Yorkshire. Paul Brooks, Stockport. A Solomon, Kent. Ian Donnelly, South Humberside. M J Clapton, Lincs. Bryan Quinn, Lanarkshire. Stewart Smith, Scotland. Lexie Kerrigan, Strabane. Anthony Redhead, Northumberland. James Rowell, Peterborough. Darren Smith, North Devon.



NE-NE-NE-NINETEEN

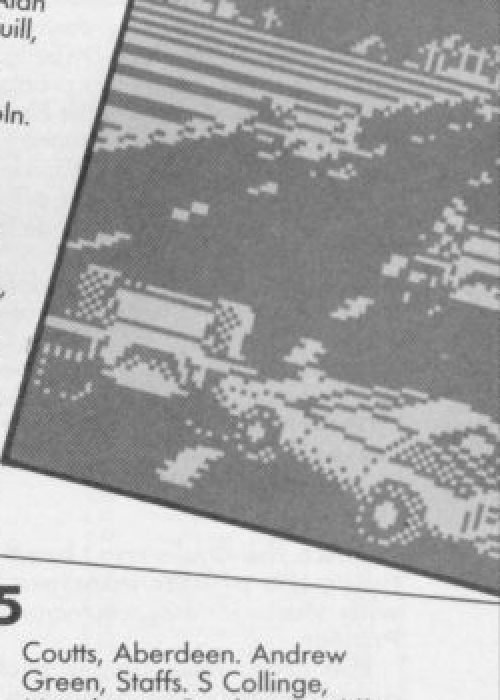
Brian Cooper, Cumbernauld. Ian Donnelly, South Humberside. D Thompson, London. Frank Glover, Holyhead. Steve Unwin, Peterborough. Craig Murray, Midlothian. Lloyd Wood, Peterborough. Chris Cadman, Bromsgrove. Steven Wright, Harpenden. W R Mountford, Bristol. Gregory Drury, Tyen and Wear. Scot Pickersgill, West Yorkshire. Iain Wiseman, West Midlands. Bradley Laing, Scotland. Neil McKenna, Ballymena. D Flatman, Suffolk. W Fiddler, Cambs. Lee Smabridge, Northants. J P Derrick, Rhondda. G Horsman, Leeds. Howard Griffin, Kent.

ROADBLASTERS

Robert H Gregg, Paisley.

20 2nd Prize Winners

Martin Grady, Fleetwood. Alan Chisholme, Strathavon. M Yuill, Glasgow. Darren Hubbard, Sunderland. Paul Bower, Sheffield. Mark Parker, Lincoln. Andrew Dixon, Cumbria. A Palmer, Cheshire. D Ward, Derbyshire. Daniel Flatman, Suffolk. Steven Cook, Suffolk. Steven Cook, Suffolk. Ian Donnelly, Scunthorpe. P Jones, Bedfordshire. Dominic O'Connor, Nottingham. David Andrews, London. Paul Breachany, Nottingham. Karl Barrow, West Yorkshire. A Bowles, Tyne and Wear. Adam Solomon, Kent. Justin Black, Cheshire.



NOW GAMES 5

Andrew Murray, Worcester. Dave Alexander, Hants. Darren J Davies, Devon. G M Drury, Tyne and Wear. Craig Stevenson, Redding-Falkirk. Ian Cullen, Bristol. M Sleightholme, Near Pontefract. Kevin Gentry, Westcliffe on Sea. B Shimmings, St Leonards on Sea. Tim Hills, Norfolk. D J Flatman, Suffolk. Sean Mason, Clwyd. M Buttress, Birmingham. A Palmer, Cheshire. Neil Richardson, Lancaster. Cpl N Mitchell, BFPO 17. C Marshall, Lancashire. Mark Stocksley, North Yorkshire. Philip Eagle, Essex. David Arundel, Pontefract. Ian Donnelly, Scunthorpe. Neil A Coutts, Aberdeen. Andrew Green, Staffs. S Collinge, Manchester. Stephen Ratcliffe, London. Elliot Holmes, Manchester. James Franklin, Shropshire. Chris Sanderson, Cheshire. Simon Austin, Surrey. Gary Saxton, Essex. Gary Hill, High Wycombe. Lloyd Wood, Peterborough. Andy Donnelly, Merseyside. S J Marney, Garston.



Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

I'VE GOT THIS PROBLEM

I'VE GOT THIS PROBLEM

▼ . . . WITH MY DISC DRIVE DITCHING DATA

RECENTLY I bought the Plus D interface and a 780K 3.5" Disc Drive. Every time I try to do an operation to disc the message "Format Data Lost" appears.

I've tried to clean the heads, and I've also tried to enter different stepping rates but the message still appears. What can I do to get rid of it?
William Sanchey
Devil's Tower, Front
Gibraltar

● Format Data Lost is the interface's way of telling you that the information it wrote on to the disc when you formatted it can't be read back. Formatting is a process of putting magnetic patterns on to the disc, which tell the interface where to store and read back programs and data. If it can't find those patterns, it can't work.

So, either there's a fault in the interface, in the disc drive or you're not formatting the discs before using them. If the interface can't format the disc because there's a fault somewhere, then it'll tell you. Does this happen? If you can read discs created on someone else's Plus D setup, then I think the balance of probability is that the interface is at fault.

▼ . . . WITH MY OPUS AND CONNECTING SOFTWARE

I'M using a Spectrum 48K with an Opus Discovery. My printer is connected to the Opus via the parallel interface. I'm using my Spectrum mainly for wordprocessing and didn't have any problems with **Tasword.**

Recently, I bought the **+80 Finance Manager** from OCP, and this isn't working happily with the Opus.

1. The printer will not print. When loading the program from tape, you are offered a large range of printer interfaces but the Opus is not amongst them. How can I change the program to make it print via the Opus-port?

2. When I bought the Opus, I understood it was completely compatible with the microdrive, and apart from **Finance Manager** This seems to be the case. **FM** loads and runs OK from disc, but when I try to save something, it comes up with the message "Interface 1 not present". Is there anything that can be done here?

I'm thinking about buying **Artist II** – will this work with the Opus?
Jochem Braun
Planuter 90
1000 Berlin 61

● Since the Opus tries hard to emulate the Interface 1, that's the printer interface option you should choose with the +80 Finance Manager**; that or the Sinclair ZX Printer.**

The error message is tricky. What is probably happening is that the program is checking the Interface 1 hardware, and although the Opus is software compatible it does suffer from not being an Interface 1. There's probably a pole that will fix this problem; as of now I haven't been able to contact OCP but I'll try and find it and publish it in a later IGTP.

Artist-II **works fine with the Opus.**

The Spectrum's been around for six years, and there are a lot of people who need stuff that's no longer on the open market. If anyone wants anything peculiar, or you knows where to get peculiar things from, write and let me know . . .

▼ . . . WITH FINDING AN ASSEMBLER FOR MY +3

NOW that I've just bought a Spectrum +3, I need an assembler. What assemblers are there for the +3, are they any good and do they use the full memory?
John C Carter
Stratford
London

● The traditional purveyors of high-quality programming tools to the gentry are the ever-wonderful Hisoft, who will be glas to discuss your requirements on (0525) 718181. They can either sell you a 'stand-along' assembler, or one that runs under CP/M.

If you're thinking of doing serious work on the Spectrum +3, I'd have a look at CP/M, not only because it allows you to run the same assembler package that Sinclair and Amstrad used to write the Spectrum Roms with (Microsoft's MBO Macro Assembler) but because there are loads of development programs available. It also lets you write assembler programs for other computers.

▼ . . . WITH LOADS AND LOADS OF THINGS

ATTACHED to my Spectrum are a rented colour TV, an Opus Discovery 1, an Amstrad DMP3160 printer, a Saga keyboard and a cassette recorder (what no cuddly toy?).

Can I use my Currah Microspeech with the Discovery? I'd like to, because my Sinclair power supply doesn't work and I'd like to keep discs of phrases.

I also have problems with the Amstrad printer; I can't get italic typefaces in the IBM typeface, and I can't make SO, DC4, ESC SO and ESC DC4 affect the typesize.

Finally, a friend of mine has an autofire joystick for his +2, and an adaptor lead. It doesn't work in autofire mode – is this the fault of the computer or the adaptor?
Philip Reynolds
Cannock
Staffordshire

● No, the Microspeech won't work with a disc drive, because of the way in which it uses the Spectrum.

The IBM character set doesn't have any italics; instead it has a wide selection of odd characters, strange lines and irregular blobs. Only the Epson-compatible character set has italics. As for SO and DC4; are you using the right sort of channel? Use binary (B) instead of text (T).

Finally, the Spectrum's joystick interfacery is such as to make an autofire joystick unlikely to work unless it's the sort with a separate battery.

▼ . . . WITH GETTING A TAPE COUNTER FOR MY +3

WOULD it be possible to fit a tape counter to my +2, and how much would it cost?
Leon Clegg
Cottingley
Bradford

● There is a way, but it involves drilling holes, cutting chunks out of cases and slightly suspect operations with elastic bands.

It's not very expensive but getting hold of the tape counter mechanism will be difficult. I'd keep pressing the buttons.

(but Dr. Rupe has the answer)

(but Dr. Rupe has the answer)

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KIDDIE KORNER

Top Three TV programmes for the under fives that are good fun to watch no matter what age you are.

1. Rainbow (IBA)

Everybody's favourite. Watch with delight as Bungle the bear, George the pink hippo, Zippy the friendly monster and Geoffrey the, erm, well Geoffrey get kicks out of reading patronising little stories about kittens.

Enjoyment Rating: 10/10. The best TV programme on at the moment, and indeed any moment. If you can't get to a TV every Tuesday and Friday at 11.00 then set the video!

2. Allsorts (IBA)

Not as well known as Rainbow, this one follows the exploits of two men and one woman, who all live together (Fnar-JD) with a dog who talks to a rag doll. Lots of excitement as Spike (the senile dog) gets involved in a terrifying dog-napper scenario.

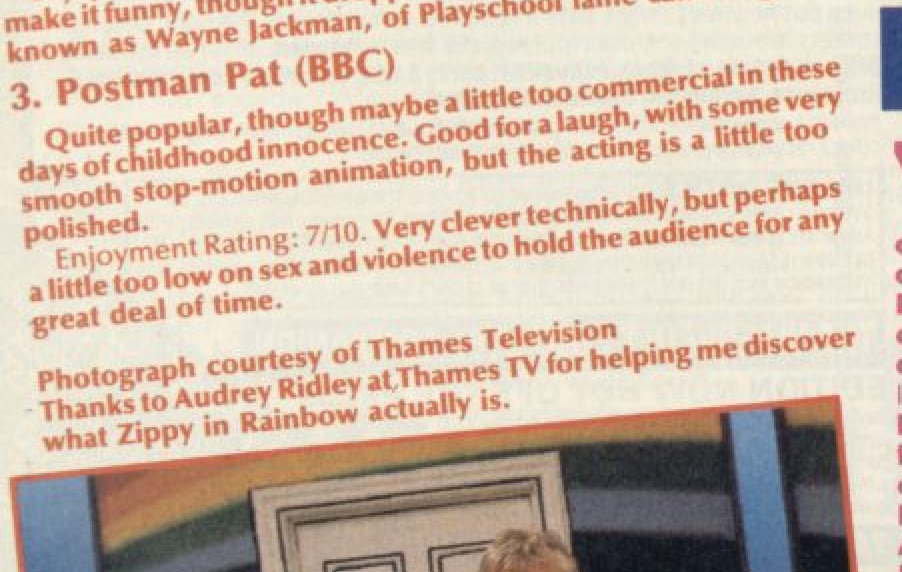
Enjoyment Rating: 9/10. The acting is hammed up enough to make it funny, though it dropped a mark because Jiffy, otherwise known as Wayne Jackman, of Playschool fame can't sing.

3. Postman Pat (BBC)

Quite popular, though maybe a little too commercial in these days of childhood innocence. Good for a laugh, with some very smooth stop-motion animation, but the acting is a little too polished.

Enjoyment Rating: 7/10. Very clever technically, but perhaps a little too low on sex and violence to hold the audience for any great deal of time.

Photograph courtesy of Thames Television
Thanks to Audrey Ridley at Thames TV for helping me discover what Zippy in Rainbow actually is.



MENTAL TORTURE!

Hungarians. Brainy lot. But they're a funny, *pointless* sort of brainy. Take this Erno Rubik fellow, more IQ than you can shake a stick at. What does he do? Makes puzzles out of plastic, that's what.

The latest, *Rubik's Clock* (inventive lot, these genius types) will be on the shelves by the time you read this. It's coming out through the Matchbox **people, and they sent us one to play with.**

The principal is that you've got 18 clock faces (nine each side) and you need to get them all pointing to 12 o'clock by twiddling the wheels at each corner and pushing the buttons in the middle. Sounds easy? Wrong wrong wrong. In our view it's miles more interesting than the *Cube* or the other one but it's so bloody hard, even Rubik himself can't do it. First person to ring us up and tell us that they've done it gets a punch in the throat for being a smart alec.

ÖUTL[...]

F A C[...]

1) October. The month the crazy Romans named after the Latin for Eight, "Oct", which is a bit of a blow since the Gregorian calendar was about as much use as a chocolate teapot and it was all shuffled around and October is now the 10th month.
2) 9th October was the Day of the Proclamation of the Korean Alphabet in Korea, which was a good job, just think how confused you would be without an alphabet!
3) 12th (Wednesday) is Discovery

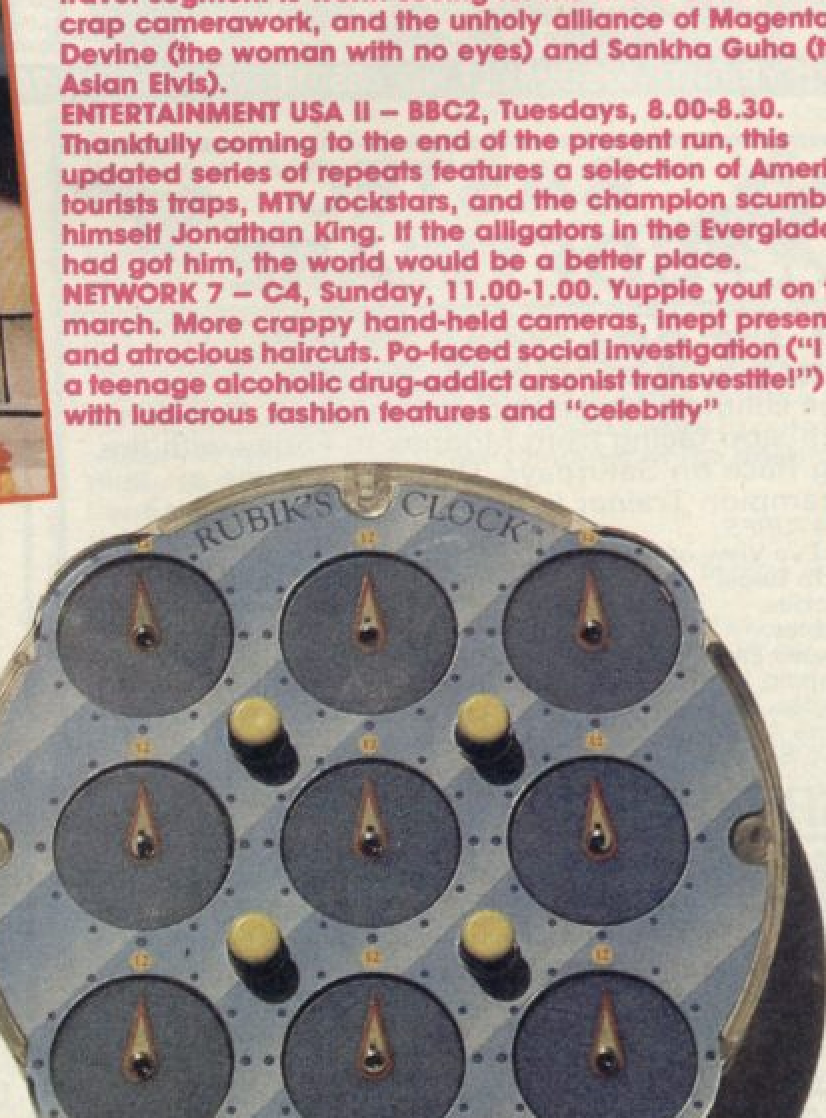
NOSIN' AROUND!

Youf TV! Made by the middle-aged television executive to impress soft drinks advertisers, programmes aimed at "youf" (that difficult period between Blue Peter **(RIP) and** Gardners World**) seem to go from bad to worse. Here's our selection of the latest dross to avoid:**

DEF II – BBC2, Mondays and Wednesdays, 6.00-7.25. What does it mean? What's it all about? An appalling mish-mash of aged adventure series (Battlestar Galactica, Mission Impossibe**), middle-of-the-road music (LUTHER VANDROSS?! Leave it out!) and amateurish travelogues. The Rough Guide travel segment is worth seeing for the inane commentary, crap camerawork, and the unholy alliance of Magenta Devine (the woman with no eyes) and Sankha Guha (the Asian Elvis).**

ENTERTAINMENT USA II – BBC2, Tuesdays, 8.00-8.30. Thankfully coming to the end of the present run, this updated series of repeats features a selection of American tourists traps, MTV rockstars, and the champion scumbag himself Jonathan King. If the alligators in the Everglades had got him, the world would be a better place.

NETWORK 7 – C4, Sunday, 11.00-1.00. Yuppie youf on the march. More crappy hand-held cameras, inept presenters and atrocious haircuts. Po-faced social investigation ("I was a teenage alcoholic drug-addict arsonist transvestite!") vies with ludicrous fashion features and "celebrity"



LANDS

C T S !

Day in Mexico, the Bahamas, Brazil and Equador. I wonder what it was they discovered?
4) Saturday 15th is the Anniversary of the Evacuation of Bizeria in Tunisia.
5) 22nd October is the anniversary of the change of name of Zaire. Previously called the Congo or something, the locals were so fed up with people making soft drink adverts exploiting their name that they changed it.



interrogations (Jeffrey Archer!?)
TOP OF THE POPS – BBC1, Thursdays, 7.00-7.30. Apart from the odious presenters, ranging from the deformed Janice Long to the brain-damaged Bruno Brookes, this could be a lot worse. At least the cheap video effects and 'trendy' dancers have gone, though the miming is as bad as ever.

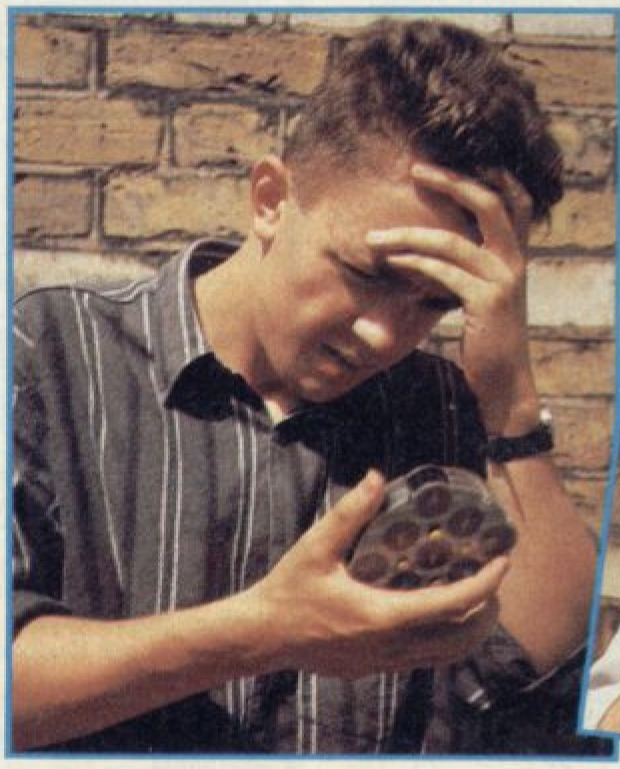
TV DINNERS

Lazing around in front of the telly, it's often hard to find something to do with your hands. What better than to use them to stuff your face? The SU staff recommend the following foods in particular while you're relaxing with an episode of **The Bill** for that complete oral-visual experience

1. CRISPS – Old favourite, recommended in particular are the beefy Bovrilly types and tortilla chips – consistency of cardboard, admittedly, but a strange 'bite back' on the spicy front.
2. EGGY BREAD – Whisk up your egg (breaking the shell first) dip in your Mother's Pride and fry to crispiness. Deterity with the cooker necessary.
3. BANANAS AND CUSTARD – As recommended by Emma "what does that taste like?" Ward. What more can one say?
4. TAKEAWAYS – Both Indian and Chinese, go for the finger foods such as onion bhajees and spring rolls. Anything slopping around in a sauce which looks like it's in need of a spoon is out – once **T J Hooker** starts shooting you'll have korma all down your front.
5. POPCORN – 'Specially the sticky toffee type. Amazingly large handfuls of the stuff can be crammed into the mouth at once, and when you've had enough, it's easy to chuck at the cat. Salt variety is for hairy he-men only.
6. TINNED MACKERAL ON TOAST WITH GRATED CHEESE – For when you're watching **Gallery** or something similar on Channel 4. (This suggestion from K. Lee) Peculiar people in advertising, aren't they?









IF you reckon we're talking rubbish don't just stand there . . .

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A DAY IN THE LIFE OF THING

Tony Dillon is showing that he has some brains at last, yes, he's getting the odd review right.

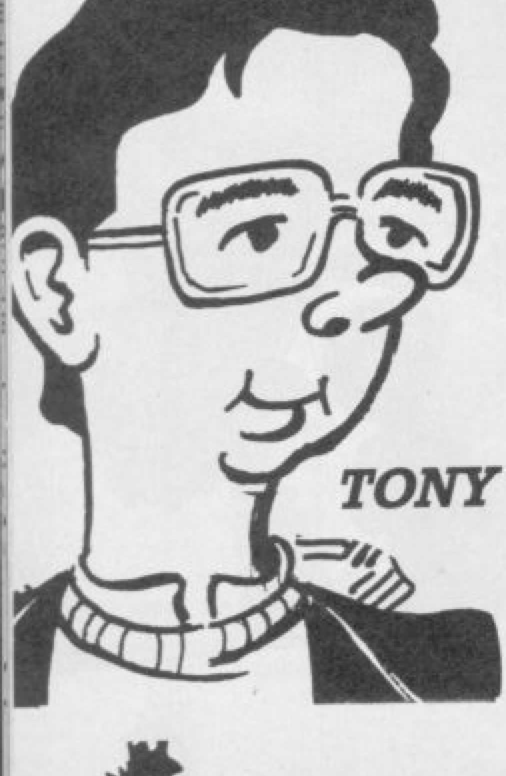
What game am I talking about? Yes, **THING!** This game is mega-cool-bad-skill-ace, in a word – brilliant.

At first I thought, how could you give this game a Classic, then after about ten minutes I thought, what a skill game! All that business with having to fit two objects together, like the hat, first it doesn't fit and then it does. And all for £1.99, it's such a bargain, buy it now!

Matthew Jewitt
East Keswick
Putting his fiver towards: Target Renegade

● **Dillon says: Glad someone agrees with me. All of the others thought I was mad, but that's because they're all cretins and haven't got a (DILLON, YOU'RE FIRED! – Ed)**





TONY

THE EMPIRE STRIKES BACK

I must disagree with your review of **The Empire Strikes Back** – first you gave no grade for the wicked ace graphics, and second you said that the game has no sound. That's a complete lie because it plays the *Star Wars* theme immediately after loading. Then, during the game it makes sound effects for shooting and crashing. It at least deserves a Classic and I reckon that someone should shoot Jim Douglas.

Kevin Smith
Wiltshire
Putting his fiver towards: Street Fighter

● ***The reason that there wasn't a graphics rating on the review was we ran out of glue, and although we licked the back of the rating really hard, it just wouldn't stick on. And, well, yes, no sound. Well just a bit of a Star Wars theme tune and a little plipping every now and then doesn't really count as sound effects, does it? Not in my book, anyway. So there you are, aren't you? All right, I'm sorry, I made a mistake.***



JIM

BIONIC COMMANDOS

Flickery graphics huh! Boring gameplay huh! Rubbish graphics huh! Is Jim Douglas mad? This game is brilliant.

The sound on the 128K is brilliant with a fantastic in-game tune (of which Jim made no mention)! The gameplay is terrific, throwing your bionic arm up to a tree, swinging around, blasting baddies and collecting parachutes. The action never stops!

And as for Jim's remarks on the joystick controls being tricky I think he ought to get a new joystick! **Bionic Commando** deserves a double Classic not a measly 7 stars!

Lee Toplins
Burntwood
Putting his fiver towards:
Barbarian II

● ***I think you're most unkind to comment on my old joystick. I've been petitioning Lord EMAP for a new joystick for years, and all I ever get is a stick and a mankey piece of string.***

ARKANOID 2

Who does Tony Dillon think he is? Only giving this mega brillliant super cool game 8 stars, it should have been 10, a Classic. The sound on the 128 is ace. After reading your review I went straight down to WH Smiths and handed over 8 quid. When I got home I couldn't believe my eyes with the megacool graphics.

I think Tony Dillon needs his head seeing to. If anyone hasn't got this game they're crazy.

Ashley Ibbotson
Basegreen
Sheffield
Putting his fiver towards:
Magnificent Seven

● ***Yes, all right, it's good, but it's strikingly similar to Arkanoid really, isn't it, so I can't go all our and say it's as good as you seem to think that it is, because we've seen an awful lot of it before. So bog off.***



KARNOV

I think **Karnov** is the best game that has come out this year. It beats **Exolon** by miles. OK the movement is jerky and could have been better, but the colour is the best I have ever seen on the Spectrum. The way the Russian is drawn is just the way it looks on the arcade version. You are always (nearly always) spot on with your reviews. Keep up the good work SU, I think your magazine is megabrill!

Asif Sidat
Walsall
W Mids
Putting his fiver towards:
Salamander

GUTZ

Tamara Howard, OK so you're the wise guy who gave **Gutz** only 64%. This game is so mega trendy, How can you call going around blowing up loads of intestines and shooting every creppy crawly nasty thing in sight not spectacular?

Gutz is at least worth 85%. It is an all out action game with so many things to shoot! The loading screen is mega brill and so is the sound. If you ask me Tamara Howard needs a brain surgeon.

Why not call Kamikaze Bear 'Sooty'.

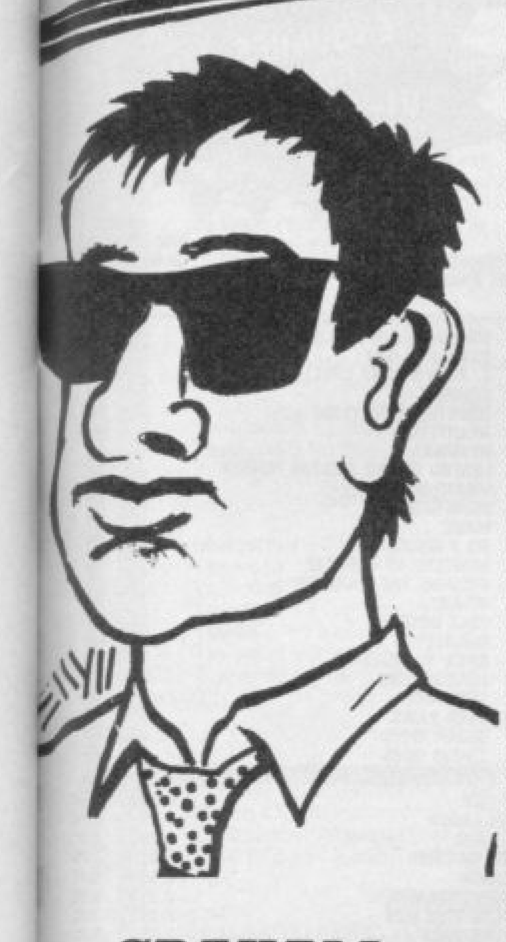
Frazer Corbyn
Wellingborough
Northants
Putting his fiver towards: Street Fighter

TAMARA



● ***I wish it to be known, for the very, very last time, that I am not a 'guy' I am a girl, and don't let any of you wimps forget it or I'll smash your faces in. OK? I thought Gutz was OK, but nothing special. If you're interested in blowing up intestines on screen, that's fair enough. Me, I prefer doing it in real life. And I've done brain surgeons, they're no fun.***

The WRITE STUFF?!



GRAHAM

IKARI WARRIORS

Step back in amazement, **Ikari Warriors** was given seven stars, it deserves a Classic. The graphics are good and the gameplay makes up a cool game. After I read your review to see what you thought of this game my head almost exploded. So take my good advice, don't listen to Graham Taylor, go out now and buy this mega cool game.

Apart from this misunderstanding, your magazine is ultramegacool . . .

Richard Affleck
Essex
Putting his fiver towards: Target Renegade

● *I never fail to be amazed by those people who don't understand what is happening here. We write the reviews. Sometimes the rest of the staff get theirs wrong, but never, under any circumstances, do I, El Presidente, make a mistake. My reviews are fair, just, carefully considered and beautifully typed. So I don't want to hear any more about this game or any other. The Editor's decision is final.*

WHERE TIME STOOD STILL

This game is the best one I have ever played. You obviously had your head screwed on correctly when you gave this fabby game 96%. Unlike most games it is instantly playable. There are several factors that make it playable and addictive. These are the excellent 3-D graphics, the vastly varying landscape, the wicked sound and the surprises that lurk around every corner. There's only one thing that makes it a bit annoying, and that is the jerky scrolling. Altogether, however, **Where Time Stood Still** is an excellent game and an invaluable addition to any collection.

Andrew Brown
Kent
Putting his fiver towards: 19 Part One Boot Camp

● *Now this is what I like to see. More and more of the readers of this superior periodical are admitting that I'm fab, and everyone else is poo.* Where Time Stood Still *is a great game and there's no doubt about it, I'm a great reviewer. (Excuse me, are you sure about this? – GT)*

ACTION FORCE II

Ha, 10 stars, you thought you'd got away with it, didn't you, but you haven't. Chris Jenkins, you're out of your mind, **Action Force II** deserves every star it can get (and that's every star in the Universe). When I got the latest mag I read the charts and I was horrified! **Action Force II** wasn't even in the Charts, what's wrong with everybody, have they gone crazy, can't they recognise a brilliant game when they see one?

Action Force II has brilliant graphics and the tank blows your head off in a mega-cool way. At the moment I can get to level 4 and get the rating of bullet bait. **Action Force II** is brilliant game from the Gang of Five, and I think that the Queen should knight them all immediately, so someone buy her a copy for one of her birthdays.

Stuart Turner
Kent
Putting his fiver towards: Ikari Warriors

● *Look ploppy, I couldn't give a game any more than 10 stars could I? There just weren't any more stars available at the time! Hence we changed the rating system to enable us to give a higher mark to games that we like. Shame we can't rate the readers in a similar fashio 'cos you'd be on a 0% sunshine . . .*

CHRIS



WHERE TIME STOOD STILL

Have you gone mad? Have half of your brain cells vanished into thin air? Giving **Where Time Stood Still** a measley 96 out of 100, this game isn't just ace! It's mega ace!! And it deserves at least 196,000,000!!!

Anyway, despite our teensey-weensey little disagreement over this little mistake, I still think **SU** is an absolutely brill mag.

Lee Chong
Liverpool
Putting his fiver towards: R-Type

● *Well you're another one without a grip on reality aren't you? You just can't have 196,000,000%. It's just not on! Dolt. Still, I'm glad you liked the game so much, proves you're not such a divot after all.*



Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

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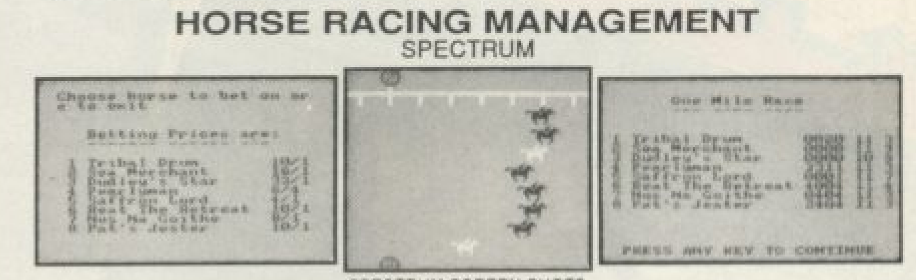


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FIRST PAST THE POST

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Power Drift SPECIAL

This month we go absolutely ape about the racing game to end all racing games, **Power Drift,** and bump into some roller-skating mice in the land of Ackacka – dare you read on . . .?

Every once in a while there comes a vid so completely rad, fab and utterly tubular that, no matter how much it costs to play, you just have to get good at it. When you're at the controls, getting right into it, for a really good game, somehow it's worth it. So when I say that **Power Drift** costs 100 earth pence to play, pick yourself up from the floor and listen for a bit longer.

It really is worth it for that adrenalin rush that it delivers time after time – if you can afford it . . . (Thanks for the pocket money Uncle Terry). And even if you've run out of the reddies, already used up your bus fare home for just one more go, you can stand by the machine and watch other, richer, utter, utter, utter, utter ba****rds ride the machine and regard the amazingly fast, colourful, detailed 3-D graphics swoosh past. Drool as you ponder how many networked spectrums it takes to move 50 zillion colours at a resolution of 50,000 by 50,000 faster than you can eat)? And then, of course, get knocked over by the machine bucking around, as it tilts precariously left and right in concert with the antics of Player One . . . and then trampled as the other rich punters clamber over your recumbent form in an effort to get to the machine when he's finished.

To say that **Power Drift** (by the makers of **Thunder Blade,** Sega) is say, son of **Outrun,** would be something of an understatement. Because **Power Drift** is the racing game to end all other racing games. For a start, the funfair bit itself, as you are driving along, is seriously the business. As usual they supply a seatbelt with the apparatus – for insurance reasons more than utility.

Yup, as I said, **Power Drift** is a driving game that has elements of **Outrun** somewhere in there, but boy, does it have more. For starters you are in a race, driving around four laps of some sort of circuit. But these are no ordinary racing circuits, these weave up and down – with the track being held up on log bridges for quite a bit of the way. This gives the action a three dimensional effect that, combined with the violent swaying and vibrating of the unit, comes the closest yet to the real thing. Secondly, you're driving a dune buggy – one of twelve that you can choose from at the beginning of the game – and each has a different character as a driver . . . although it has to be said, they all look disturbingly Californian.

There's five different sorts of terrain to chose from as well, ranging from Alpine to Beach. Once you've made your initial choices, if you haven't already been hypnotised by the music, sampled voices and 3-D



OPS

you can see Power Drift is completely marvellous, but £1 a go?!



bits, it's time to go for it.

The main bit of the screen is made up of an **Outrun**-like view from the back of your buggy – although there is a plan view of the track you happen to be racing on tucked away in the right hand corner of the screen, firstly to show you the rough layout of the track you're racing on, and secondly showing you where the other 11 buggies are in relation to you.

Then it's off! Controls are simple – you have a steering wheel – but unlike Atari's **Final Final Lap,** it's impossible to over steer and spin out. You have a high/low shift stick on the right of the console, and accelerator and brake on the floor of the cabinet.

You scream into the first corner and wow ... you nearly get thrown out of the unit as it tilts to the left and ... wow ... hey – we appear to be climbing some kind of log roller coaster ... errr ... no it's a log bridge. But – hey – it's bumpy and ... gulp ... those other buggies sure are aggressive! But before you can think it's down from the elevated section and into sharp right (hold on to you're breakfast kid!) a straight (cor – the beach scenery is so detailed and it's just flying past!) and under the finish post for the first time. "Lap Two," shouts the commentator – and, rats, you blow it on the left- hander ... shift down and somehow the computer puts you back neatly into the track ... "Hurry up!" shouts the unit. After four heart pounding laps, if you are third or better then you go onto the next race ... the track is harder, the rival buggies are harder, your breathing's harder.

What more can be said about the greatest vid to date? Take your Walkman 'phones along and you can even plug into the audio – total synthesis with the machine, man ...

On test in London at the moment, expect to see much, much more of **Power Drift** in the future – hopefully at a slightly cheaper price than £1. But even so, give it a try ...■



FAXBOX

Technically a break-through, graphically breathtaking, gamplaywise heartstopping – are you listening Santa?

Graphics 10
Sonics 10
Gameplay 10
Addictiveness 9

OVERALL RATING **10**

Video Chart

1) **VINDICATOR** (Atari)
2) **SKY SOLDIER** (SNK)
3) **CHEQUERED FLAG** (Konami)
4) **ALTERED BEAST** (Sega)
4) **P47** (Jaleco)
5) **XYBOTS** (Atari)
6) **RALLY BIKE** (Taito)
7) **GUERILLA WARS** (SNK)
8) **BLASTEROIDS** (Atari)
9) **DRAGON NINJA** (Data East)

This month we answer questions about the Spectrum's ROM routines, and Steve Marsden shows you how to use RAM discs.

HOW
...DO YOU DEAL WIT

What are RAM discs?

Right, let's get down to business. A couple of letters this month are basically enquiring about the same thing – namely using the Spectrum ROM routines. Fady Khattar from Egypt asks 'How the hell do you save and load parts of the memory to and from the RAM disc in the 128K +3 machine, and also how do you use the RAM disc in 48K mode?'

First of all, the concept of the RAM disc has to be understood. When Sinclair designed the Spectrum, the memory available was very limited – mainly due to the cost of memory chips. This meant that the programs we wanted to write were pushing the machine to its limits, and in general it was a pretty tricky job trying to get games to fit in 16K. With cheaper memory chips, the machines now have 128K as standard, but this is if anything too large for average programs. Before you start bombarding me with cries of 'Too much memory! The man's off his rocker!', I will qualify the statement. A 'program' really consists of two parts – the program proper (ie. the instructions), and the data. Now these two parts are commonly referred to as the 'program' but typically the data always exceeds the length (in bytes) of the machine code or BASIC program. In fact, to write a 40K chunk of pure machine code or BASIC is a major task and quite frankly it is unlikely that anyone will do so on a Spectrum.

At the end of the day then, the extra 80K of RAM, is not available for filling up with Spectrum BASIC – it has been configured to be used as a RAM disc. For newcomers to computing, please note that RAM disc is only a term to suggest that there is a new form of memory storage. The RAM 'disc' is subject to the same limitations as ordinary RAM; any power failure and '£*&£*!' – expletives because you hadn't saved your 3 hours' work to the proper disc.

To use the extra RAM from machine code would require more space than is available here to explain, but at a simpler level here is a shorter program which will do the memory paging for you.

To use the routine, either use an assembler or just poke in the 25 decimal numbers in the left hand column starting at address 49127. Notice whree the routine sits – just under address C000 hex. The RAM switcher is capable of 'switching in' any of the 8 x 16K RAM blocks into the main processor memory map at location C000 Hex. The routine sits nicely underneath this address and so I would suggest that any routines of your own use the memory from say 24000 to 48999. Do a CLEAR statement at 49126 and that gives a convenient 128 bytes or so of stack space. When you want to switch in say block 1 to the C000 area, load the accumulator with 1 (LD A,1) and CALL the above routine (CALL 49127). On exit from the routine, the accumulator and BC registers tell you the number of the RAM page at C000 before you changed it.

Spectrum RAM Paging Routine by Steve Marsden

ENTER THIS ROUTINE WITH THE ACCUMULATOR HOLDING A VALUE FROM 0-7 TO SELECT BANKS 0-7 INTO THE RAM AT £C000-£FFFF

```
                ORG £BFE7        ;49127 DECIMAL
                ;
BANKM:          EQU £5B5C        ;23388 DECIMAL
                ;
Decimal
listing         ;
243             DI;              DISABLE INTERRUPTS
229             PUSH HL          ;SAVE HL
33 92 91        LD HL,BANKM      ;MAKE HL POINT TO BANKM
174             XOR (HL)         ;MERGE BITS 3-7 FROM THE
230 7           AND 7            ;BANKM VARIABLE INTO THE
174             XOR (HL)         ;ACCUMULATOR
1 253 127       LD BC,£7FFD      ;LOAD BC WITH THE HARDWARE
237 121         OUT (C),A;       ;SWITCHING ADDRESS AND OUTPUT
                                 ;THE ACCUMULATOR TO IT
 78             LD C,(HL)        ;C IS THE OLD RAM PAGE NUMBER
119             LD (HL),A        ;COPY THE LAST VALUE OUTPUT TO
                                 ;THE PAGING SWITCH INTO BANKM
225             POP HL           ;RESTORE HL
121             LD A,C           ;GET THE OLD RAM BANK NUMBER
230  7          AND 7            ;BITS 0-2
 79             LD C,A           ;AND PUT THE NUMBER INTO BC
  6  0          LD B,0           ;AS WELL AS THE ACCUMULATOR
251             EI               ;REMEMBER TO RE-ENABLE THE
201             RET              ;INTERRUPTS BEFORE RETURNING
```

Again, it is very difficult to go into the realms of the memory organisation in great detail on the +2 and +3 machines, but do read carefully the manuals supplied with the machines and especially the information on page 189 of the manual. To use the extra memory is quite tricky because you have to think how you are going to organise things – remember you can only switch in or out 16K blocks at a time. As for using the RAM blocks in the 48K mode, the answer is simple – you can't. Don't ask me why they designed the machine that way – they just did!

The second letter is from Andrew Hadlington of Dudley and he is asking for 'a rundown on the Spectrum ROM routines along with their registers'. Well how long is a bit of string Andrew?

Sinclair Users address:
Priory Court, 30-32 Farringdon Lane
London EC1

THE HELL!!!

TH DISCS??

Spectrum ROM Routines

The Spectrum ROM is quite a compact piece of code with a level of complexity enough to baffle beginners to machine code. However, there is an ingenious system in the ROM for catering for the error messages which appear at the bottom of the screen – such as 'R Tape loading error' for example. In a complex program such as a BASIC interpreter, there are vast numbers of sub-routines which are being called from hundreds of different places in the program. Remember that for each subrouitine a return address has been PUSHed onto the stack. Now imagine tha situation – the calculator inthe ROM is busily working its way through a calculation and it finds that an arithmetic overflow has occurred. At this point in the program, there are about 6 or 7 return addresses on the stack and it is impractical to POP the addresses off in turn to make the stack tidy again. So what the Spectrum does to get round this is to save in a variable the Stack Pointer register (SP) contents before calling all of the miscellaneous sub-routines. Now whenever a point is reached in the program where we wish to start again (an error condition) then we simply do a Restart instruction (in this case a RST 8), and we put a byte following this instruction which corresponds to the error number we wish to be printed at the bottom of the screen. The Spectrum contains a routine at location 8 in the ROM which reinitialises the Stack Pointer and makes a fresh start once is has executed the RST 8 instruction. This information will concern us in the first two ROM routines we shall use – the cassette SAVE and LOAD routines.

ROM SAVE Routine

```
Location 04C2 Hex – 1218 Decimal
Registers used – A – load with £ff Hex or 255 decimal
                 DE – Length of code/data to SAVE
                 IX – Start address of code/data to SAVE
Flags     Carry – Set
Example:  LD A,£FF          ;This routine will save the
          LD DE,£4000       ;contents of the ROM to tape
          LD IX,£000        ;without a header (so get your
          SCF               ;tape decks ready)!
          JP £04C2
Precautions: There is a RST 8 embedded in the SAVE routine which is
          used to test for the BREAK key during the actual SAVE
          operation. Pressing BREAK while saving will return your
          program to BASIC
```

ROM LOAD Routine

```
Location 0556 Hex – 1366 Decimal
Registers used – A – Load with £ff Hex or 255 Decimal
                 DE – Length of code/date to LOAD
                 IX – Start address of code/date to LOAD
Flags     Carry – Set
Example:  LD A,£FF          ;This routine will load the
          LD DE,£4000       ;headerless file saved in the
          LD IX,£8000       ;SAVE example program above.
          SCF
          JP £0556
```

ROM PLOT Routine

```
Location 22B0 Hex – 8880 Decimal
Register used – A – Load with the 'Y' position (0-191). 0 is at the top of
                the screen and 191 is at the bottom
                C – Pixel 'X' position (0-255). 0 is on the left edge of the
                screen.
Example:  LD A,0            ;0,0 IS THE TOP LEFT
          LD C,0            ;CORNER OF THE SCREEN
PLOT_ROUTINE:
          CALL £22B0        ;CALL THE ROM ROUTINE
          INC A             ;A IS THE BIT POSITION IN THE
          LD B,A            ;BYTE – 0 TO 7. PUT IT IN B
          LD A,1            ;AND MAKE IT 1-8. SET BIT 0 OF
PLOT_LOOP:
          RRCA              ;A AND ROTATE THE BIT UNTIL IT
          DJNZ PLOT_LOOP    ;IS IN THE RIGHT POSITION
          OR (HL)           ;OR IT WITH THE SCREEN ADDRESS
          LD (HL),A         ;POINTED TO BY HL AND THEN
          RET               ;STORE IT BEFORE RETURNING
Precautions: Ensure that the 'Y' co-ordinate does not exceed 191 as
          the routine will not cope with a plot position which is
          outside the normal range.
```

The ROM Calculator

To use the calculator's multi-functions is relatively easy, but is a little bit involved when we start using the floating point functions. However, if we confine ourselves to integer arithmetic and such like, the format for calculations is a piece of cake.

1. We put the number or numbers to be worked on on the calculator 'stack'. This is a software stack and is not to be confused with the Stack register. To stack number(s), we load the BC register pair with the first value and we CALL a routine at £2D2B (11563 Decimal). Each call to this routine stacks a number.

2. We then do a RST £28 instruction and we follow this instruction with a sequence of bytes which tell the calculator what calculations to perform on our stacked numbers.

3. To end the calculation and continue we store a byte £38 (56) in our list of calculation bytes.

Simple isn't it! Here is an example:

```
STACK_BC EQU £2D2B
GET_VALUE:
          EQU £2DA2
CALCULATOR:
          EQU £0028

          LD BC,10          ;LET'S DO 10*33
          CALL STACK_BC     ;STACK 10
          LD BC,33
          CALL STACK_BC     ;STACK 33
          CALL CALCULATOR
DEFB:     £04               ;THE 4 MEANS MULTIPLY
                            ;NOW THE TOP OF THE STACK
                            ;CONTAINS 10*33
DEFB:     £38               ;THIS GETS US OUT OF THE
                            ;CALCULATOR
          JP GET_VALUE      ;WE EXIT THROUGH GET_VALUE
                            ;WITH THE RESULT IN THE BC
                            ;REGISTER PAIR.
```

Now there are several different values which we can substitute for the byte 4 in the program above. A few useful ones are:

01	exchange
02	delete
03	subtract
04	multiply
05	division
06	to-power
07	or
08	and
1B	negate
27	integer
2B	peek
2C	in
31	duplicate
32	modulus
38	end calculation
3A	truncate

Play around with the calculator as I have done and try out the different functions. For more adventurous programmers, study the calculator section in *'The complete Spectrum ROM disassembly'* by Dr Ian Logan and Dr Frank O'Hara, published by Melbourne House – ISBN 0 86161 116 0. The book is an absolute must for both beginners and experts who want a sneak look at how their Spectrum works.

BLUE PRIN

R-TY

It's white knuckle time all over the country as the games houses put the final touches to their Christmas heavyweights. Will they really be able to justify the trillions they spent on the licences? This month, Activision's R-Type gets a good going-over . . .

Activision have been keeping their forthcoming releases very much to themselves over recent months. Still, with conversions as apparently impossible as R-Type, you can't really blame them. It's a gigantic alien blast of maddening addictiveness.

The further into the game you go, the more bizarre and disgusting and huge the aliens get. Since you're presented with such fearsome whirling, twirling nasties, it's only fair that you've got an amazing arsenal of lasers, bombs and rockets at your disposal.

The programmers couldn't get to work on the projects quickly enough. From their base in Swansea, they regularly communted to London in order to play the coin-op until they could get the proper feel for the game. Activision provided a machine in the end to save their rail expenses.

SCROLLING:

Along with some of the new Hewson games R-Type has the advantage of being able to boast full-colour scrolling graphics. Obviously, it's all completely top secret but if you take a very careful look you can see that some extremely clever attribute handling is the secret.

GRAPHICS:

Most of the aliens use up to 8 frames of animation during their flight. The flapping wings or moving legs just couldn't have been made to look convincing otherwise. The larger bad-guys, like the Red Robots, are made from a combination of four of these sprites.

The end-of-level aliens occupy about half of the screen. They needed to move their tentacles.













COIN-OP:

The R-Type coin-op was developed in Japan by IREM, who are believed to be the arcade division of Nintendo (the people behind the games consoles). Nobody seems to know exactly how much memory is hidden away inside the machine, but there are definitely a couple of megabytes for graphics alone. The gameplay is astonishingly frenetic, with time, in full colour.

SPEED:

The brief was to maximise speed while keeping the colour range efficient and making sure the feel of the origianal game was still very much present. Every single routine had to be tweaked and optimised (made more efficient) again and again until the game was as fast as possible.

CONTROL:

The standard joystick movements are included in the game, along with an additional facility to build up a huge charge of energy by holding down the FIRE button and then releasing it at the correct time. A separate keyboard scan was necessary for this feature.

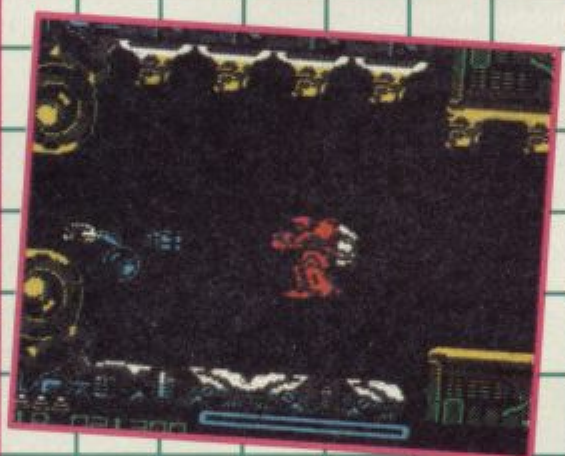
















PROGRAMMERS:

Bob Pape is the man behind the Spectrum version. Since he left school at 16 he has been involved in programming one way or another. He started off as a computer operator in a number of jobs for different firms. Along the way he picked up a lot of ideas. Bob also wrote the Speccy version of Rampage, having got himself a Spectrum after owning both TRS80 and BBC machines.

TH



Welcome, yet again, adventurous ones to another column geared to keeping you sane and healthy.

I shut down the Academy for a while so that I could take a vacation, and I bet you're all wondering where on earth a Soceress would travel to for her hols. And even if you don't care, I'm going to tell you anyway.

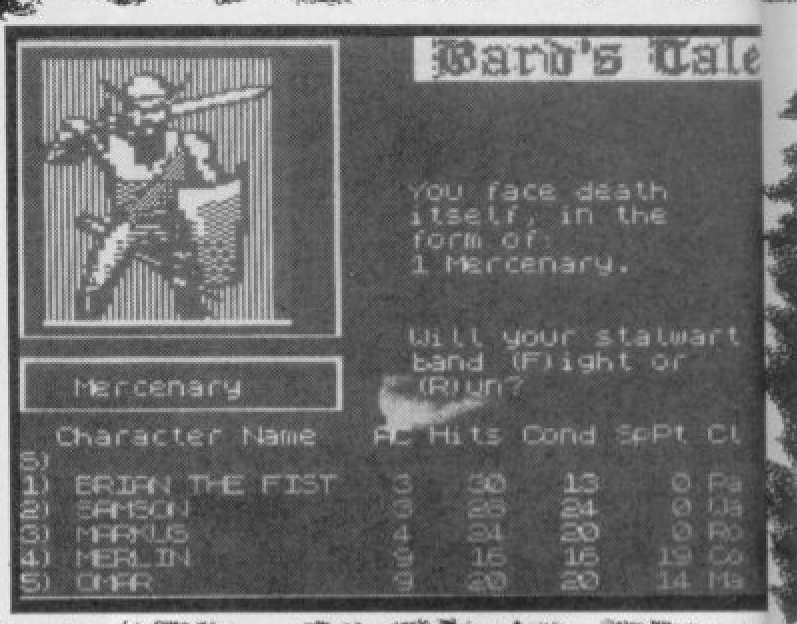
I went to the faraway land of Skara Brae. More of a 'busman's holiday' really as I had to disguise myself as a Sorceror. If you haven't guessed already, I'd better tell you that I took my vacation from the comfort of my own room and played **Bard's Tale.**

Skara Brae is a place full of danger, so I took a few friends along with me for protection. While I was there I picked up quite a lot of information which I thought I'd share with you lot. There I go again, generous to a fault!

One of the first things you need to do is to form your party. I chose two warriors, a paladin, and three conjurors to begin with. After reaching level 3 as conjurors, I changed one to a magician, another to a sorceror and left the third one as a conjuror. I found no use at all for a Bard, in fact they are more of a nuisance than a help as they're always wanting to go to the inn for a drink. Much like the rest of the SU staff, really.

You will soon need to know the locations of a few places, so to make it easier for you to get into the game, I'm going to tell you where they are and save you a bit of valuable game playing time.

As you leave the Adventurers' Guild you will find yourself on Main facing north. Move north a couple of times and you will see a lone building on your right, this is Garth's Equipment Shoppe, where you can buy, sell and identify weapons, armour etc.



After a few skirmishes you will want to find the Review Board to see if you've gained enough experience to increase your level of skill. This is located in Trumpet, the street that runs parallel to Main. Magic casters can also change their class here and learn new spells, but you need plenty of gold to do this.

After casting a lot of spells you may need to buy some spell points from Roscoe's Energy Emporium. You will find this in Grey Knife, but beware, as this is expensive.

There are lots of places to go in Skara Brae, some of which will be 'off limits' until your characters have increased their levels a few times. However, you will soon be able to go to the

***N**ot content with sending in a solution to* Knight Tyme *after my request a couple of months ago, W. Bonnet of Barmouth, Gwynedd, also sent in a solution of* Tir Na Nog. *So, thanks are due to him and also to everyone else who took the trouble to answer my plea.*

KNIGHT *TYME. After moving the ship to the planet Retreat, wear the boots, the magic talisman and the cloak of invisibility and beam down using the co-ordinates X8 Y4 Z1. Walk right until you reach a barrier, you must be wearing the Magic Talisman. Now wait for your magic level to reach about 80%, then cast the spell to remove barriers. After the barrier disappears you must go and find Murphy and beam back to the ship. Drop the parts of the sundial on to the other two and wait until your magic level reaches about 80% again and cast a lightning bolt to join the parts of the sundial together. This now forms the Golden Sundial of Alpha. Remove the cloak of invisibility and take the Sundial. Now move the ship to Outpost.*

TIR *NA NOG. After getting Nuada's sword and the Stone of Fal you have to collect Dagda's Cauldron and Lugh's Spear. First get the daisy which is near the waterfall in Glasmarsh, go to the Slige Warrens and find an invisible door (on the side with the building on it near the portal). You have now entered Caerdach Calum through the back door. Walk up and take the cauldron without Nathair killing you. To get the spear, go to the Lava Flats and take the ring, now go to the cave marked with the ring symbol. In the cave you will find some Antlers, take these. Next go to the Forest of Cern. Take the pin and go to Cern's Cave. Drop the antlers and you will get a harp, you will now be able to walk through the Sidhe without being killed. NOTE: This only works in the Forest of Cern, anywhere else and the Sidhe will still kill you. Follow the Sidhe until it disappers through an invisible door. Follow him (you need the pin to do so). Walk to the end of the tunnel and you will find Lugh's Spear.*

THE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



sewers which lie beneath the cellar in the inn located in Rakhir. To get to them, just buy some wine from the innkeeper and he will send you down to the cellar.

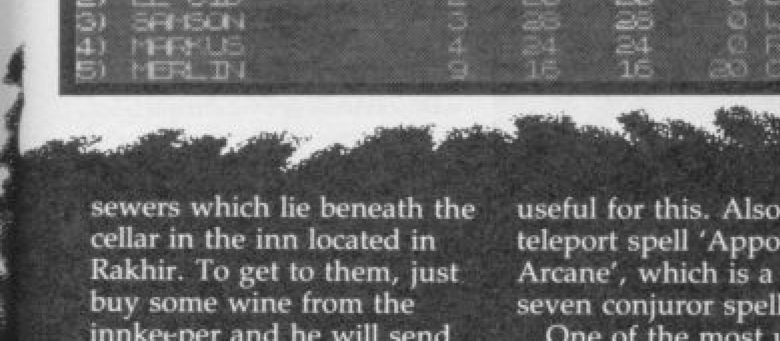
To get to the Catacombs, you need to know the name of the Mad One and tell it to the priests in the Mad Gods Temple in the Grand Plaz. You will find out what the name is in one of the sewer levels.

Each area in the game is based on a 22 by 22 grid and it is vital to visit every location in the area so as not to miss something important. The magician spell 'Scry Site' and the conjuror spell 'Magic Compass' are both very useful for this. Also use the teleport spell 'Apport Arcane', which is a level seven conjuror spell.

One of the most useful combat spells is the sorceror's 'Mind Blade', as this inflicts damage on all your opponents at once. Another powerful spell is 'Repel Dead', which can be cast by a level one wizard.

To get down to th first level of the sewers you need to be in the location that is 18 north and 7 east of the entry stairs.

There are three levels of sewers, three levels of catacombs and three levels in the castle. You need to complete all these before you can gain entry into the towers. To move up or down via the portals you must have some sort of elevation spell in operation.



And now, back to the more traditional adventures. Has anyone any hints for **Mindfighter,** as I'm beginning to get letters asking for help!

Thanks to everyone who has sent in hints, tips, solutions etc, keep them coming.

Regular readers of this colum will have seen mention of an adventure fanzine 'Soothsayer', edited and published by John Barnsley. Sadly, John has been forced to give up producing this popular fanzine, but it may be taken over by a new editor. I will keep you informed.

Also SPEC's 'Spectrum Adventurer' has died a sudden death. Sad news indeed. But, like a phoenix out of the ashes, Paul Avis has written to inform me that he is re-introducing his 'Spectrum Adventure Swap Club'. If you would like more details then write to Paul at S.A.S.C., 49 Hewitt Road, Hamworthy, Poole, Dorset BH15 4QB.

WITTS END

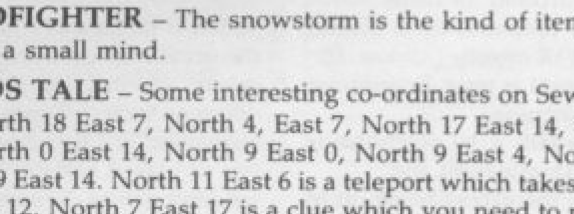
CORRUPTION – Follow David at the beginning of the game and when he goes into Bill's office and closes the door on you, listen outside the door.

MINDFIGHTER – The snowstorm is the kind of item that will amuse a small mind.

BARDS TALE – Some interesting co-ordinates on Sewer Level One are North 18 East 7, North 4, East 7, North 17 East 14, North 19 East 10, North 0 East 14, North 9 East 0, North 9 East 4, North 21 East 9, North 9 East 14. North 11 East 6 is a teleport which takes you to North 16 East 12. North 7 East 17 is a clue which you need to note down for use in Kylearan's Tower.

SHYMER – Kitty Fisher has a vested interest in Lucy Locket's pocket. Don't give the key to the farmer or you'll be unable to finish the game. You mustn't forget to return the lamp to Wee Willie Winkie before trying to leave the island.

TIR NA NOG – Take the parts of the seal to the altar in the room where you began the game and drop them here. Carrying a spade you must face the Celtic cross and walk 9 paces north. Drop the spade and find Calum's Hammer. Return to the room by the altar and you get the message OGAM to appear on the altar. Drop the hammer on the parts of the seal and finish the game.



This month Tarquin Labotomy inserts his frontal lobes and rambles on about Jade Games and its two main games – Avalon and New Order.

NEW ORDER

"How – does it feel (ba, ba, ba, ba, ba, ba, bum). To treat me like you do (ba, ba, ba, ba, ba, ba, bum, diddy, bum)" ... Ha! Bet you thought I was going to start talking about **New Order** first, didn't you. Well, you're right, because **New Order** is not only a re-mixed pop group, but also the science-fiction based game licensed by Jade Games for those of us dialing in from outside London this side of the Atlantic. In fact, if you wanted to run the original program, you'd have to have a Tandy 2000 and 768K of RAM. But of course, if you just want to play it all you need is an 18p stamp to write in to Jade (PO Box 54, Southsea, Hants PO4 0NA incidentally) together with five Earth pounds which covers the 68 foolscap page rulebook and initial registration and set up turn.

Now that might sound a bit on the pricey side (it's £2.50 per turn after that) but it has to be said that **New Order** is not really a game for the beginner. It's pretty complex stuff, as you can guess by the size of the rulebook, but in return you get a great deal of flexibility of action, a big game, and an exceptionally detailed printout of what has gone on in the turn. As the average games last around 35 turns 'though, be prepared for a sizable investment of money (almost 50 quid) – as well as time, brainpower and book-keeping.

It's essentially a 30 player game of galactic domination and economics, the galaxy being 30 by 20 by 15 (calculators out) giving around 9,000 locations. This galaxy is filled up with around 200 stars, 90% of which are going to have up to nine planets orbiting around them. Obviously, the planets are the bits you are going to concentrate on.

The size of the planet will vary (1-5) along with the type of predominant terrain it has on its surface (10 different types). For the record, we are on a Size 3, Composite planet.

The size of the planet will vary along with the type of resources (essentially raw materials) it has on it which start getting important when you trade and stuff.

You are controlling a society



which is just about to embark on the great leap outwards into the galaxy, and can take one of four different Society Types (the equivalent of Character Classes if you've played any FRPG's). These are Imperialists, Xenophobes, Pioneers and Crusaders. Your Society Type will have various economic effects (like how much it costs to build space ships and stuff) but equally importantly vary your victory conditions. Simply, it's first one to 2000 victory points wins – but each character class gets different amounts of points for doing different things. Xenophobes, as you might expect, get most points for creaming other people's colonies, while Pioneers get most for establishing their own. Very simply, you start off with a number of Economic Units (EU's) and then you have to get on with it.

Of course there's combat, trade, and interplayer communication too, that all develops as the game goes along, hand-craftedly and comprehensively covered in the rule book in great detail ... believe me, there's a lot of it. Superficially reminiscent of the oldie **Starweb**, but with one hell of a load more frills, Jade say that one shouldn't be put off by the complexity of the thing, as the computer does much of the book-keeping for you and the whole thing is a lot simpler than you might expect. Even so, I wouldn't say that **New Order** is a game to be lightly entered into, but if you are looking for something to well and truly get your teeth into – then it might be the game you've been waiting for.

If you want something a bit simpler – initially at least, there's always **Avalon** from Jade. This is a 100 player game (although Jade is trying to start up a 500 player game!) that is set in a fantasy environment. This has the advantage of having a free start-up, so you could drop them a line with not commitment if you wanted.

Just time for a quick mention of Sloth Enterprises who run a simpler space bash than **New Order** called **Spiral Arm II,** also two other computer moderated games – **Kings of Steel** and an American Football Simulation called **Gameplan** ... could be worth checking out for the new season.

More on **Avalon** and these next month, meanwhile if you want to contact Sloth try PO Box 82, Southampton SO9 7FG.



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ROBOCOP

Who says it's impossible to make a decent game out of a film? Almost everyone, it would seem. Well hush your mouths, because Ocean is working on a couple of beezer titles for release in the next couple of months, and we had a sneak preview . . .



THE MOVIE

The Future of Law Enforcement. A robotic cop that stops at nothing to do away with the bad guys. It's a games licence made in heaven. Just in case you haven't seen the film **Robocop** is based in an America slipping towards chaos. About five years before complete Mad Max anarchy to be exact. The police are stretched to the limit, exhausted and disgruntled. The line between free enterprise and crime is horribly blurred.

Murphy, a Detroit patrolman is fatally wounded in the line of duty and made, unwittingly, into **Robocop** by a bunch of be-suited sharks determined to make a profit by selling their technology to the State and capitalising on the crime wave. Everything seems to be going fine, but **Robocop** never quite forgets his past.

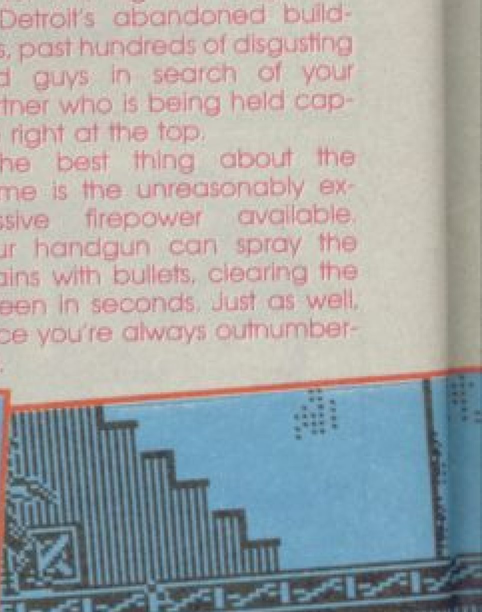


THE GAME

Robocop has been coded by Mike Lamb with graphics by Dawn Drake – the team behind **Target Renegade.** Just take a look at the screenshots from Level 1. Impressive? Believe me, when you see the amazing way the **Robocop** movement has been captured, you fall over. In this stage you have to progress higher and higher through one of Detroit's abandoned buildings, past hundreds of disgusting bad guys in search of your partner who is being held captive right at the top.

The best thing about the game is the unreasonably excessive firepower available. Your handgun can spray the villains with bullets, clearing the screen in seconds. Just as well, since you're always outnumbered.





The graphics are fantastic. You walk across the screen and turn, in the marvellous angular fashion of the movie, to fire upwards, bringing a ventilated scumbag down from a gantry.

In other levels, a 3-D section is planned for your confrontation with the ringleader of the gang. An identi-kit routine is also under development, preventing access to later levels until you successfully match the facial characteristics of the villains with those on your memory bank.

Streetdate: January.
Price £7.95



MOVIE PREVIEW

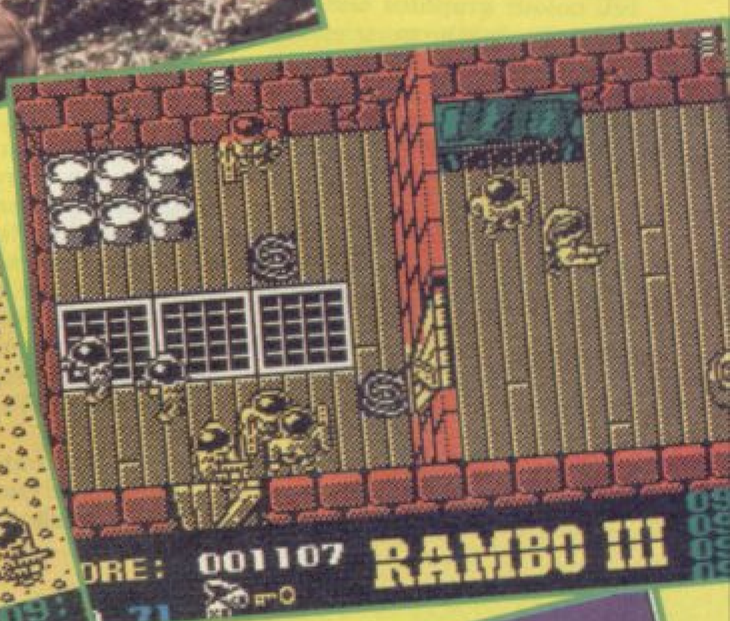
RAMBO III



THE MOVIE

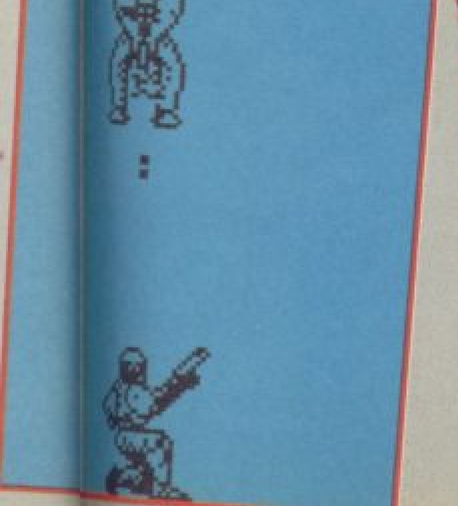
Well, what is there to say? Johnny R. is at it again. This time he's out to free the whole of Afghanistan from Commie rule, fighting on horseback, on foot, bare handed, in tanks and with helicopters. He even goes back to his old favourite, the bow and arrow for some stealthy assasination.

Rambo III is easily the most outrageous in the series, with hundreds of deaths and more action than ever before. Despite the fact that John is beginning to look uncomfortably similar to a Marks and Spencer Tandoori chicken, (with dialogue to match) it looks like a great picture.

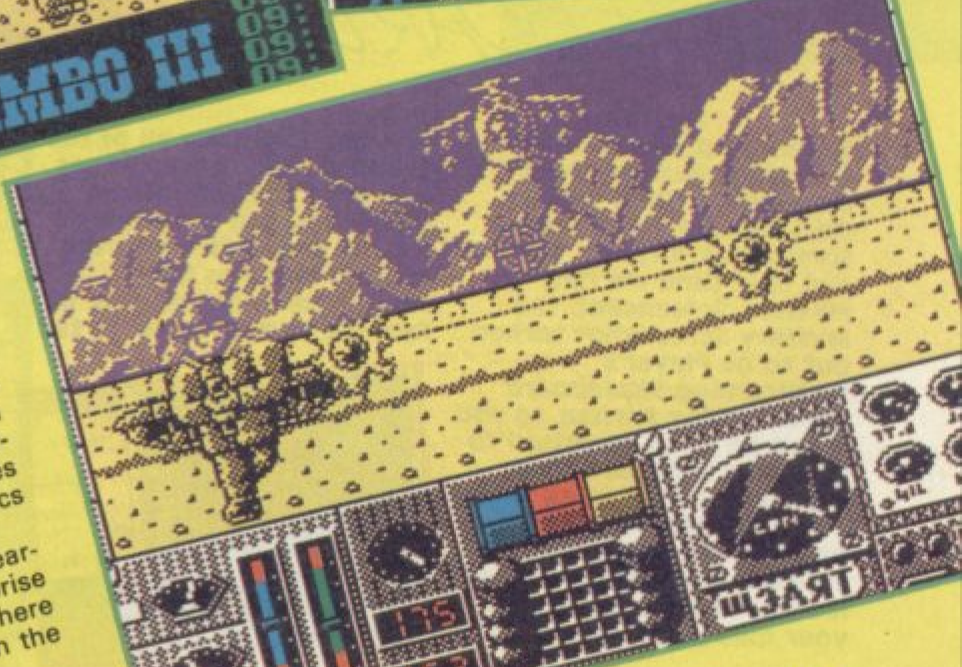








THE GAME



Rambo III couldn't have been given a better headstart. The programmers are Andrew Deakin and Ivan Horn who are responsible for **Operation Wolf,** which features some of the best 3-D graphics seen on the Spectrum.

So far, two stages are nearly complete. There is (surprise surprise) a 3-D section where you're on foot, taking on the enemy who come at you in helicopters and tanks. There are missiles to dodge, foot soldiers to fight and huge graphics throughout.

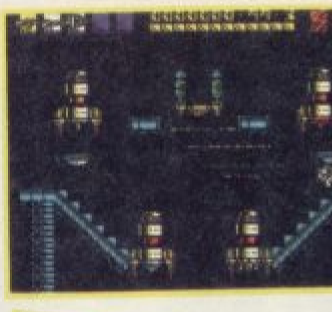
The second stage is a plan-view where you are inside the main enemy base trying to locate the Colonel who has been taken prisoner. Obviously, you can't make too much noise whilst despatching the enemy, to it's bow-and-arrow time. You creep around the trucks, plugging them like a born Sioux. This stage of the game looks a bit like a cross between **Gauntlet** and **Green Beret,** with lots of bad guys to waste and big colourful graphics.

Streetdate: December/ January.

Price: £7.95

PREVIEW 3

REX







Heaven help anyone who runs into the hero of Martech's new game Rex.

Not only is he horrible to small animals, thoroughly misanthropic and completely uneducated in the social graces, but he's got more firepower at his disposal than a whole carrier-full of space commandos.

Take a look at the pix. Yes yes. I know it looks like Xecutor, but we're promised much more of an explorational feel, along with violence on a grand scale.

The program has been put together by a coding team calling themselves The Light and as you can see we're in for full colour graphics and a big maze. By far the most exciting part of the whole package is the weaponry that Rex manages to collect on his travels and the horrific way he blows away anything that gets in his path.

As well as little gems like 2, 4, 5 and 7 directional fire, Rex can pick up lasers which cut through anything on the screen – even some walls. My personal favourite on the demo copy we received was the ring of eight spheres which circle him firing as he goes. With virtually no effort all you get upwards of thirty bullets screaming across the screen. It's almost enough to make you feel sorry for the bad guys when you see them stagger backwards under a barrage of rocket fire and explode in a red blast.

The reason for Rex's visit? Well, he's a mercenary who's been told to go and blow up the last remaining temple of capitalism and nastiness in the galaxy, a place called The Great Tower. Never one to turn down a couple of thousand Martian "bob" he's on the tube before you can spit.

Looks like our kind of game.

Streetdate: October.

Price: £8.99

PACMANIA

Just when you thought it was safe to go back to your Spectrum the nightmarish yellow tennis ball whose entire head unhinges when he smiles is BACK!

Pacmania is currently under development at the Grand Slam headquarters in sunny EC2 and seeing as it was only round the corner and they had nothing better to do with themselves that day they asked us over to have a shufti.

It's the same story. "Everybody's favourite computer character" is on the pills again, and this time his craving has got so bad, and he's had so many of the bloody things that his whole world has been horribly transformed from pleasing plan-view into unspeakable forced 60 degree perspective. Ugh.

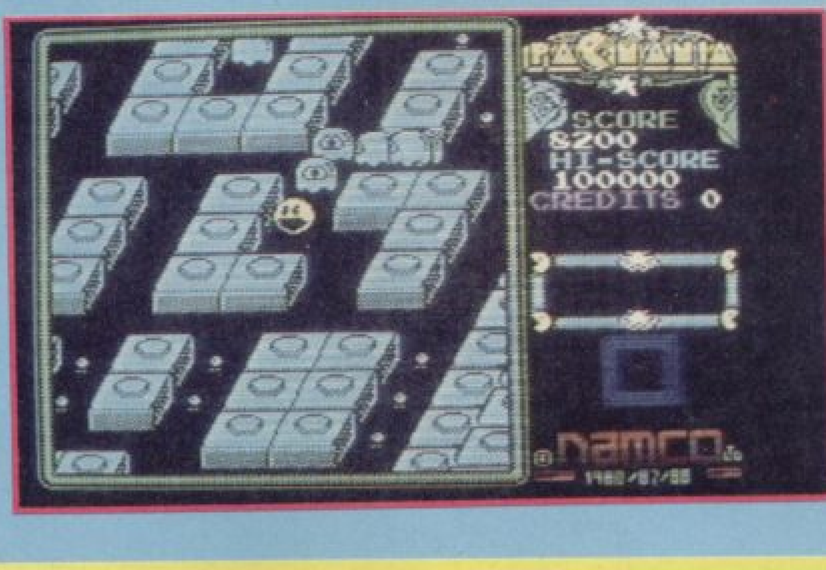
You've got to steer Pac through the mazes, collecting the little pills while avoiding jelly like ghosts, Blinky, Pinky, Inky and Sti, sorry, Clyde. When you come across a BIG POWER PILL you can turn on the ghosts and savage them.

(You have to wonder what the original inventors of PacMan had been putting in their Wheetos instead of milk).

Despite the bucketfuls of cuteness, **Pacmania** actually looks like it could turn out to be the best game in the series. It looks pretty well received in the arcades and I'd rather be playing **Pacmania** than the **Final Assault** (well ropey rock-climbing simulation from Epyx).

Streetdate: October.

Price: £8.95



SKATEBOARD CONSTRUCTION



Hands up everyone who remembers Mystery Screenshot Time? No-one. Oh, I wonder why I bother sometimes. Anyway, the one and only time we ran Mystery Screenshot, the Mystery Screenshot turned out to be Player's forthcoming *Skateboard Construction System*, so you won't be at all surprised to find that these are some more pics of the same game.

For the absurd asking price of £1.99 you can get yourself a program that will let you completely design your own plan-view skate courses, including all of the graphics, the character set and even the title of the game. You can program special properties into the ground features like skiddiness or bumpiness. In fact it'd be a lot easier to tell you what the *Skateboard Construction System* didn't do, rather than what it does.





Well, it won't do the ironing, that's for sure, but apart from that, it's perfect.

Streetdate: November.

Price: £1.99

FERNANDEZ MUST DIE

The first release from Bobby Maxwell's newly titled Mirrorsoft offshoot, Image Works, is going to be a charmingly titled Tony Crowther "experience" called Fernandez Must Die.

It was originally designed by David Bishop who has designed more average games than you've had hot dinners.

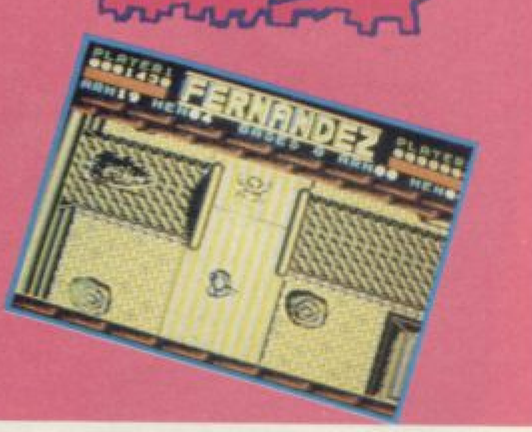
Based in the crazy zany world of public unrest and governmental overthrow, you take the role of the leader of a band of nationals intent on doing away with their evil ruler, Fernandez, and turning your homeland, El Diablo into a free state.

It's a scrolling shoot-out with untold numbers of stinky officials to waste and loads of gold to pinch on the way. Your ultimate aim, of course, is to stick it to Mr Bananarepublic himself and thus being able to appoint yourself saviour of the people and set yourself up for life in a lovely whitewashed villa on a hill with maybe a few goats and a donkey and a nice wife and some crops. Nothing fancy, you know, but enough to keep you when you retire. (That's quite enough of that – GT).

Streetdate: October.
Price: £9.99







PREVIEW 4

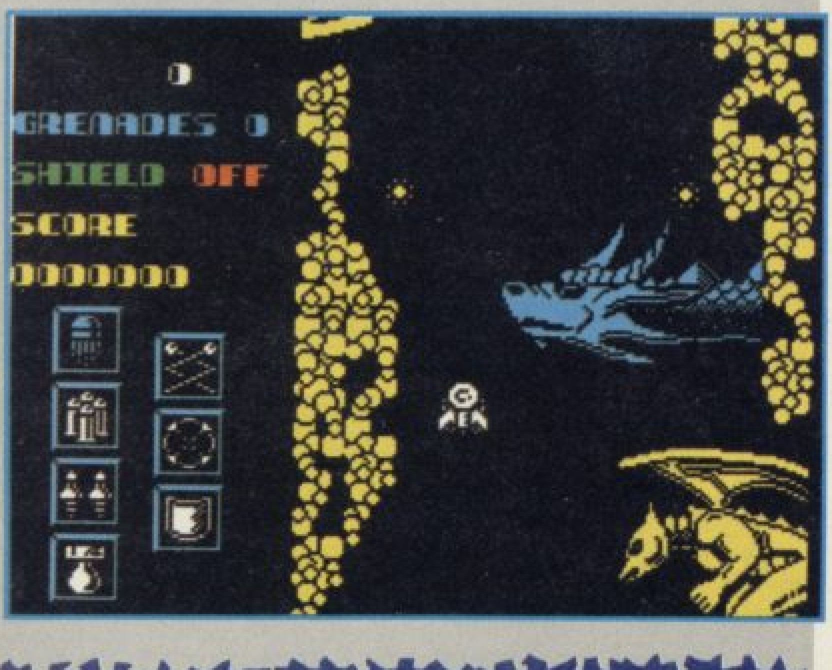
MYSTERY GAME

Ooh. They're all at it now. Once you've printed one review of a game with no name, everyone wants to have a go. Step forward Destiny's new affair.

It's in the earliest of the early stages – there aren't even any aliens in yet – but among the interesting items promised are fully animated backgrounds with fire-breathing dragons, barking hellhounds etc, a whole central American countryful of weapons including criss-cross bombs, shields, rockets, lasers and targetted missiles and more smoothness than you can shake a stick at.

That's all we're allowed to tell you so far, but rest assured, we'll keep you posted . . .

Streetdate: Unconfirmed.
Price: Unconfirmed



SPITTING IMAGE

Bah! "The masters of the licensing world have done it again," sez the press release. Domark, Gawdblessem, has finally got its act together and realised that you just can't go around naming your computer games after whatever might be popular on TV at the time without asking anyone first, and have tied up an OFFICIAL *Spitting Image* game with Messrs Fluck and Law. (I think you've over-simplified things a tad – GT).

Anyway, you can forget all about *Splitting Images* (oh please) because this next one is completely different. No more moving coloured blocks around the screen here, mateys. No fear. This is a martial arts combat game with six of the world's most prominent figures as the combatants. Weird? You bet.

Every member of the group (The Pope, Thatch, Prince Charles, Gorbachev, Ronnie and PW Botha) wants to rule the world (glad to see there's an element of realism in the design). And it's your job as some sort of omni-present fight organiser to make sure they smash each other's brains out and aren't fit to cause any more harm to anyone.

Each person has a Credibility rating which indicates how much of a cretin or otherwise the public think they are. You have to orchestrate the fights in such a way that only a complete spaz makes it through to the end for the truly bizarre endgame.

During each round you take the role of one leader, and use all of your skill to knock the other guy to the ground. You'll have the option of playing with a friend or against the computer. There are also "special" moves available where you can draft in a flunky of some description to play dirty tricks on the opposition.



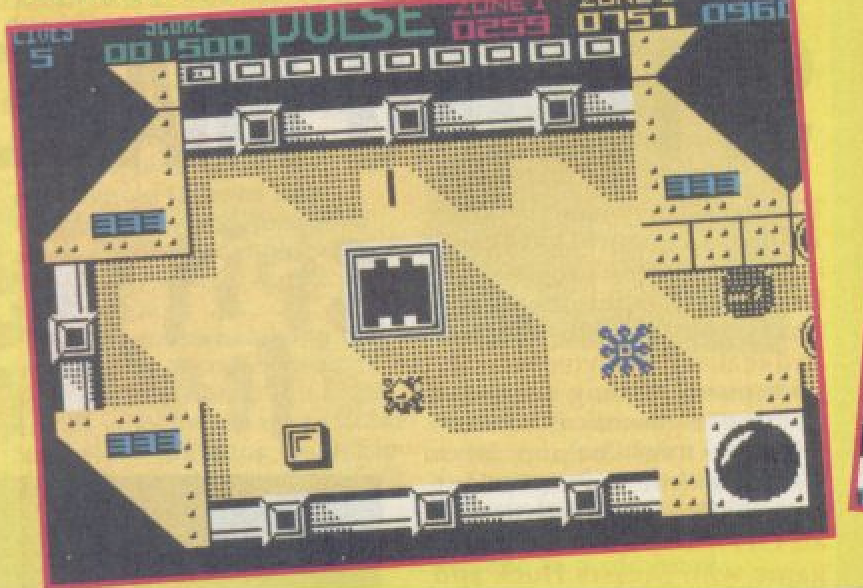
So far we've only got our mitts on an in-between selection screen, so there isn't much to go by, but we are promised wackiness by the cartload, and it'll be reviewed next month.

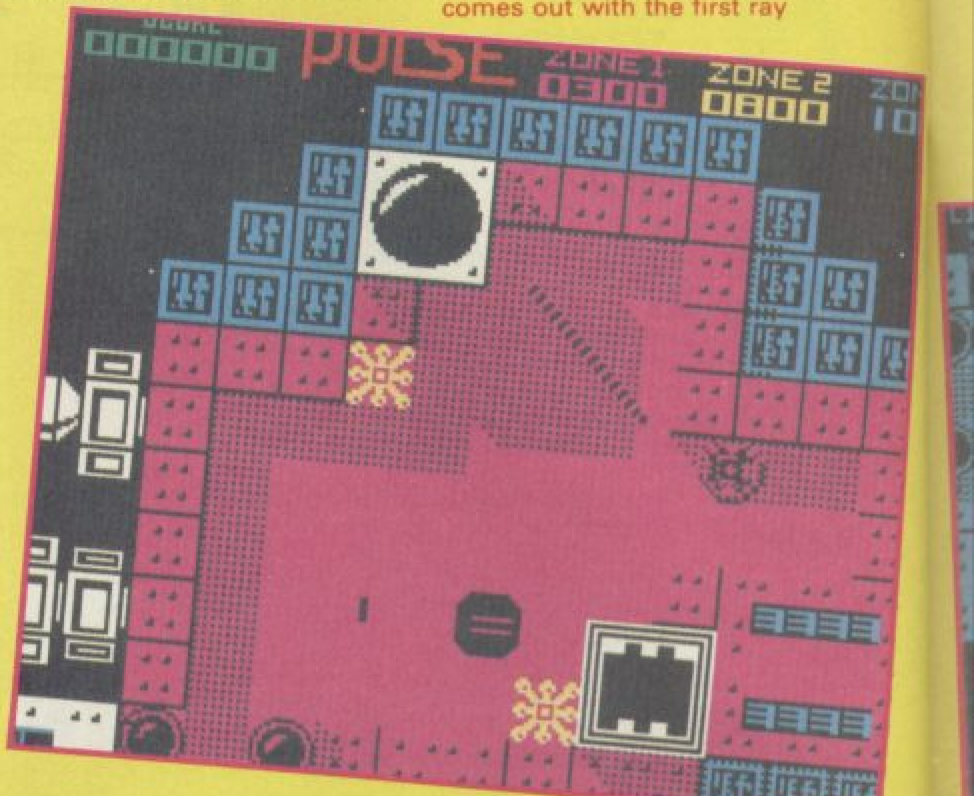
Streetdate: November.
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PULSE WARRI

In the near future, Man has used up all the earth's resources in creating lots of spy satellites and Star Wars weapons and lots of other things to protect himself from himself. So, in the tradition of putting things in the sky, the various nations have come up with a space energy platform, designed to catch any space energy that might just be floating about and send it down to earth. Due to various technical complexities, the platform is almost completely defenceless, so your job is to fly around its general vicinity, guarding it. From what? From the alien invaders haven't mentioned before. Aliens have decided to take over the Earth (don't they always) and the easy way to get at the people of Earth is to cut off their power. Simple, innit?

The platform is made up of a grid of screens. Each screen is viewed as a small section of spaceship, with lots of galleys and walkways, and it looks quite a lot like **Intensity.** On each screen, you'll find 4 basic items. (For details, see box). The idea is to reflect the rays of light into a lens. When you bounce one in, it stays there. When you bounce another one in, it goes straight through, but comes out with the first ray





GOLD SIL

Aak any self respecting Commodore owner (Isn't that a contradiction in terms? – JD) what the best sport sims are, and (s)he'll reply 'Dur. The Epyx ones.' Until now, Speccy owners have only had access to one of the three classics, but now US Gold comes, like a flash of lightning, to the rescue, with it's latest compilation, aptly titled **Gold, Silver, Bronze**. Now, as well as the original **Winter Games**, you now get **Summer Games 1** and **2**. How's that for a bumper package?

Unfortunately, it's not as good as it sounds. To put it simply, **Summer Games 1** and **2** have suffered considerably in the conversion. "Rush job," is one of the phrases which spring to mind. "Bodge up," is another.

The layout of the three games is basically the same. You are presented with a main menu with all the basic options such as Define controls, Practise an event, Play all or some of the events, and See World Records. Unlike the 64 version, sadly, you can't save the World Records, so there's just a bit of general competitiveness lost there. Once you decide that you've admired the splendid lettering and the attractive choice of colours, and have selected 'Play an event', you have to enter your name and country of your choice. In **Summer Games**, country selection is done via a scrolling display of flags. In the sequel, however, you are presented with a text list and a cursor. A bit of a let down methinks.

Still, you've done all your bits, it's off to the games, and what a lot of them there are. 23 in all. If you decide to play them all, they are in order from **Summer Games 1** through to **Winter Games**: Pole vault; diving; 4x400 metre relay; 100 metre dash; gymnastics; freestyle relay; 100 metre freestyle; skeet shooting; triple jump; rowing; kayaking; javelin; high jump; fencing; cycling; equestrian; figure



ARCADE REVIEW

FAX BOX

GOLD SILVER BRONZE *Label:* **US Gold** *Author:* **Epyx** *Price:* **£14.99 cass, £17.99 disc** *Memory:* **48K/128K** *Joystick:* **various**

Disappointing sports collection. I'll last you a while but only 'cause you have to multi-load all 23 events

GRAPHICS	SOUND
72	51
45	53
PLAYABILITY	LAST ABILITY

OVERALL **43**

RIOR

attached to it. It's like this that you construct a ray large enough to knock out the alien control panel.

The graphics are quite nice, though not half as detailed as they could have been. Everything moves about at quite a speed, and there's no slowing down when you've got 6 or 7 rays of energy bouncing around. Backgrounds are nothing exciting, but there is a very nice scrolling landscape behind them.

There are some OK 48K sound effects, but the 128K sounds are really superb. Add to that a continuous tune playing throughout and you've got a quite decent amount of sound.

It all plays very nicely, if a little easily. In fact, I found very little to challenge my gameplaying skills, and I'm not exactly red hot. (Ain't that the truth? – TH). A very nice bounce-the-lines game, and a real bargain at the price■

DIFFERENT SCREEN ITEMS

1 Light rays
These bounce around being harmless until you build them into bigger, more powerful lasers

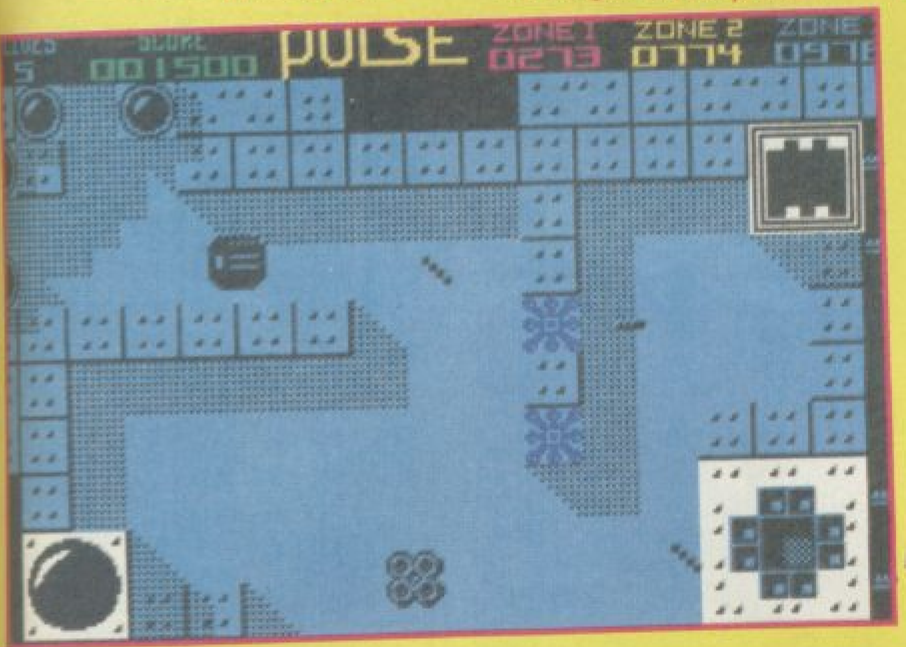
2 Emitters
Emit the light rays (well they would, wouldn't they) and when you trap a ray or let one go off screen, these spew forth another

3 Lens
It's this you use to catch and increse the rays of light

4 Alien control panel
Once you think you've got the laser long enough, bounce it into this to destroy it and complete the screen

5 Aliens
These wander about aimlessly moving in a set path, and they'll kill you should you accidentally knock into them. Harmless otherwise

6 Your ship
A nimble little thing, you bounce lasers off its sides and, as it's round, you can only hope that you'll get them to go in the correct direction



ARCADE REVIEW

FAX BOX

PULSE WARRIOR Label: **Mastertronic** Author: **Simon Price** Price: **£2.99** Memory: **48K/128K** Joystick: **various**

Lots of bouncing laser-type fun. A good larf, and great for the price

GRAPHICS	SOUND
67	79
71	57
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

10 20 30 40 50 60 70 80 90

OVERALL 60

LVER BRONZE



skating; free skating; speed skating; hot dog ariels; ski jump; biathlon; and bobsled. You'll be pleased to know that Epyx have thankfully veered away from the joystick waggling found in all the other sports sims. Well, in most events anyway. Some events (speed skating, rowing) still require rythmic left/right movements. Others (gymnastics, high jump, hot dog ariels) require skill and timing. This all comes together to provide you with a package that has enough variations in gameplay to keep you interested for quite a while. Theoretically, that is.

The thing is, for a game to hold your interest for any amount of time, it has to play well. I found the new games on this package slow, unplayable and generally not deserving of the reputation the Games series has attained. Poor, badly defined and animated graphics, slow jerky scrolling and horrendous colour clash don't make this game a very attractive package. They make it downright unattractive.

Sound is nothing special. This is an area that USG could really have tapped into. The thudding as your runner beats the track, the spring of the board, the whoosh of the foil. Is that what you get? No, you get 'beep' if you do something right, 'beep' if you do something wrong and 'beep' while you're doing it. **Winter Games** is this package's only redeeming feature, with some great graphics and some snazzy toons. I expect you're able to get that a lot cheaper than the asking price for this collection, too.

GSB was a compilation that I was really looking forward to seeing. Looking at it now, I can't imagine why. I think I'll go borrow a 64 copy from somewhere■



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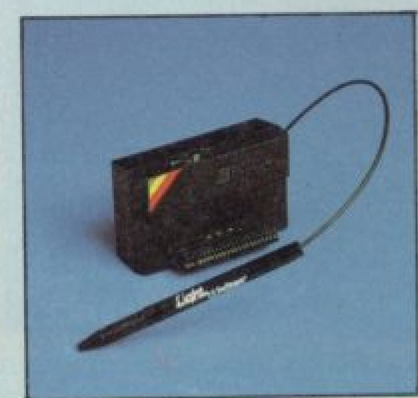
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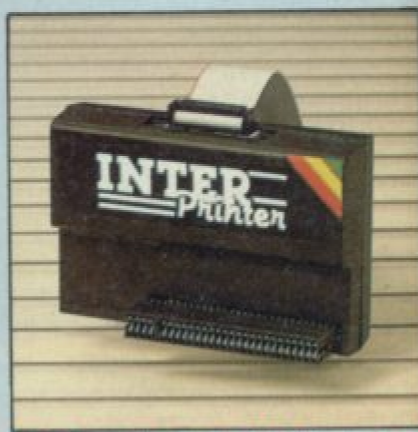
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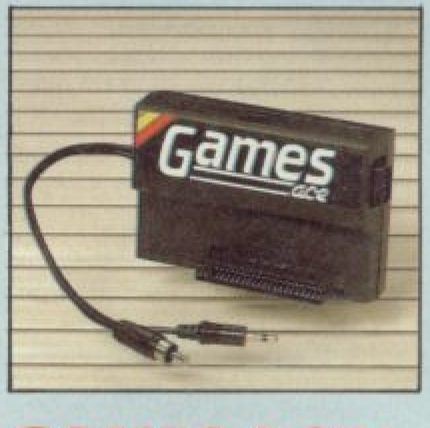
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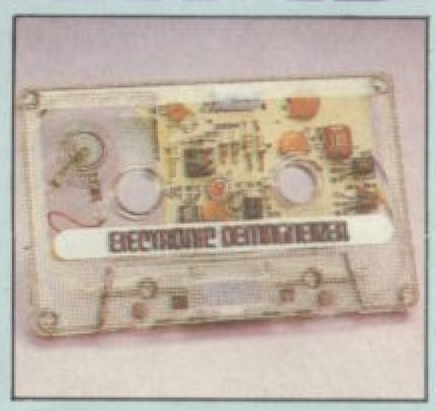
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GREMLIN'S FORTHCOMING MOVIE-GAMES

Good Heavens! It's movie-mania in the "biz" this month. What with Activision having tied up the licence for the forthcoming Bruce Willis detective romp Die Hard (yes, really) lots of other software houses are keen to shout about their forthcoming tie-ins. Check out the specs for this little lot:

ROGER RABBIT (US Gold): Who framed Roger Rabbit? That's the question. You take the role of Bob Hoskins in the quest to prove Rog's innocence of a dastardly crime. Move Bob around the forced-perspective screen, looking for CLUES. Collect all the CLUES and take them to the D.A. and put him on the DESK in the middle of his OFFICE. Once all the CLUES have been collected and presented, you win the game.

AND GOD CREATED WOMAN (Domark): You are God. Assemble your prototype woman from bits and pieces you find in the Garden of Eden. Collect Sugar, Spice and All things nice. Once you've created the ingredients, work your way to the northeastern point of the over-view 4-way scrolling landscape and put them in a big pot, and you win the game. Game plays in Omnipresence-o-rama whereby you can see everything that's going on everywhere; works a bit like the scanner on Defender.

HAIRSPRAY (Palace): Combat game. Fight your way through the streets of America on your way to the dance championships. Large variety of fighting moves which will basically be dance steps. A step-chart will be included in the game. Don't forget to maintain your Beehive-o-graph by picking up cans of hair fixative on the way. 2-D hop-and-skip combat sim. Uncertain release date.

SIGN "O" THE TIMES (Software Projects): Two-player simultaneous action. Guide Prince (Magenta character) and Cat (Yellow) to the top of the platforms and ladders screen and make them both jump on the moving BED at the same time.

THE MILAGRO BEANFIELD WAR (Activision): The peasants are at your beans again. Shoot the critters as they descend from the top of the screen. You've got to pick them off before they eat all your beans. You have three HAYSTACKS to hide behind. (More terrible tie-ins next month . . . or never)

GREMLIN'S IMPORTANT TAPE APOLOGY No 2 IN A POTENTIALLY UNLIMITED SERIES

OK, sit back and relax. Gremlin's got a lot to tell you. Firstly, if you can't get Deviants to load, use the following checklist. Is your computer on? Is it a Spectrum? Is there a tape recorder attached? Are you using the right tape? If you can answer yes to all the above, try loading it in 48K mode.

By the way, here's a funny thing (You will laugh). The poke we've got on the tape, wait for it, doesn't work with our version of Deviants, because we've got a different loader to the original!! (Ha ha anybody?) We'll put a poke for our version on the next tape, but in a way, you should be glad. You wouldn't want us to spoil your fun, would you? (But actually we're sorry and we'll sort it out next month OK!)

LAST MONTH'S COMP

Not quite what Gremlin had hoped really. SU staff had confidently predicted that a photograph of little weeblie Darlings would be bound to produce some strange and twisted captions from our reprobate readers, but no such luck.



There were many entries mentioning jelly babies and low rates of pay, but they



Gremlin

weren't quite what Gremlin was looking for. Amusing, rather than staggeringly funny was this from Robert Mellor, Yorkshire, "Oh please turn us back to our normal size, we promise we won't make any more simulations." Nice thought, certainly. But the winner, which almost qualifies for an "Oo-er" comes from Leon Greenway of Oxford with, "Girl – Have you got a big one? Boy – Yes, I've got almost 2000 points." Hum. Any 'phone calls on this subject, strictly within standard office hours if you don't mind■



Competition Caption 22

Well lookey here. Gremlin was delighted to receive this promotional photo from Ocean, showing Angela Ekaette, hostess of "Wheel of Fortune" (Gremlin hasn't heard of it either) learning how to play Typhoon. Really? Can't see it myself. Perhaps she'd have been better off playing the free demo on our tape.

Off you go then, what are these people doing, what would they like to be doing, and would Special Branch be interested in their whereabouts afterwards?

Answers to the usual address (Priory Court, 30-32 Farringdon Lane, London EC1R 3AU) and should reach us by the 1st October. Oh and the person who produces the least atrocious caption will possibly get the odd bank note or two■

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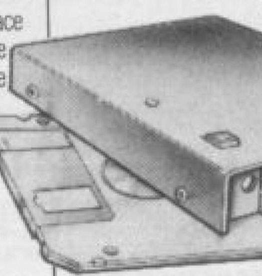
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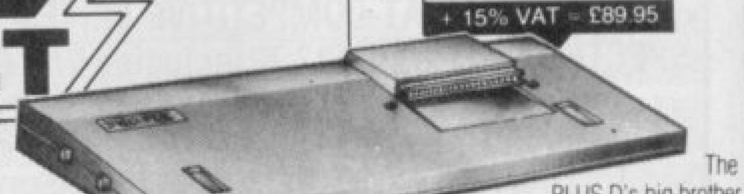
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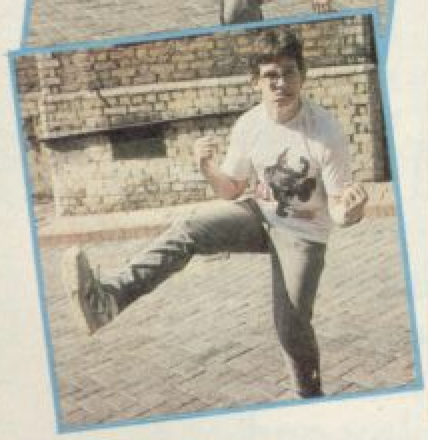
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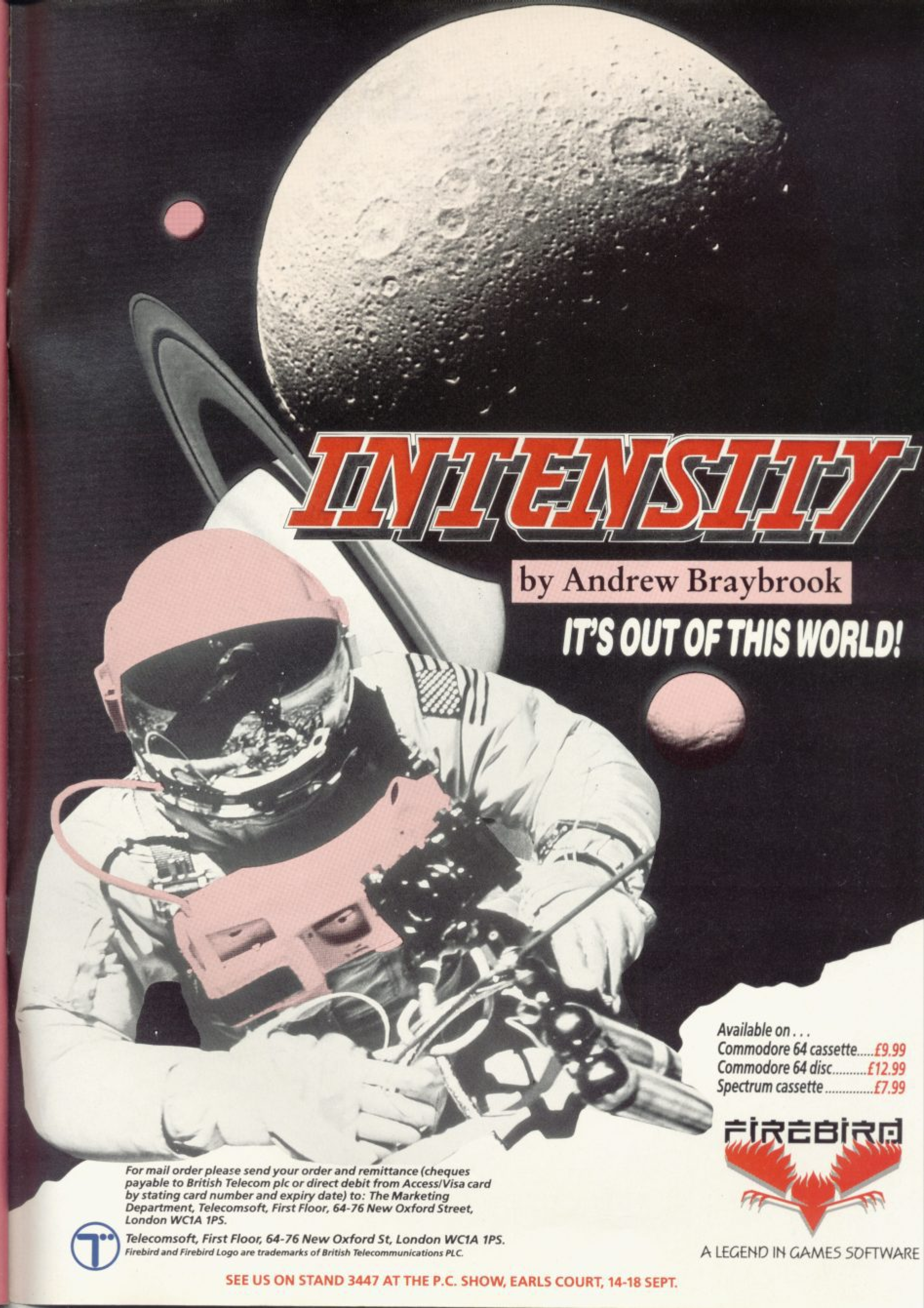
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